

# Amazing / AMIGA

COMPUTING™  
Your Original AMIGA Monthly Resource

Volume 14 No. 1&2 January/February 1999  
US \$4.95 Canada \$7.25

## Amiga Games!

Max Rally, Oloflight, Napalm,  
Settlers, Wipeout, and more!



## Amiga Displays



What Do  
You Need?



## Amiga Kaffe:

Java for the Amiga  
at last?



## Soothsayer:

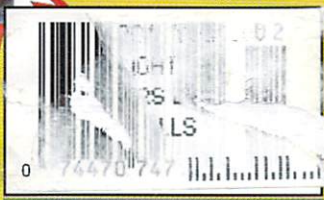
Look Out, NewTek,  
Play Inc. wants you!

Creating  
Gases in  
Aladdin 4D



## Amiga How to: HTML Part 1

PLUS! Latest info from Amiga  
Inc. and Amiga  
International,  
Unix, Password,  
IncEd, and  
much more!



## Amiga Phone Covers

# On Reflection

Your text's self image



### North America's largest supplier of Amiga chips and parts

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3.1 Software.....	\$10.00
3.1 ROMs/software/manual (A500/A2000).....	\$87.00
3.1 ROMs/software/manual (A1200/3000/4000).....	\$99.95
3.1 manual w/disks.....	\$54.95
A2091 7.0 ROM Upgrade.....	\$19.95
A2620 3.0 ROM Upgrade.....	\$19.95
8520 CIA.....	\$9.75
8372A/8375 Agnus with diagnostic disk/guide.....	\$29.95
8375-B (2MB) (A3000) 318069-03.....	\$25.50
Paula (8364) A500/A2000.....	\$10.95
Denise (8362) A500/A2000.....	\$10.95
Super Denise 8373 w/diagnostic disk.....	\$27.95
Gary 5719 A500/A2000.....	\$8.25
Buster 5721 (A2000).....	\$16.95
DMAC 4 (390537-04).....	\$49.95
Ramsey (rev. 4) 390544-04.....	\$19.95
Ramsey (rev. 7) 390541-07.....	\$29.95
Super Buster Rev. 11 (390539-11).....	\$32.95
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MC 68882RC20A PGA.....	\$30.00
MC 68882RC33A PGA.....	\$24.95
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GVP Simm 4 meg module.....	\$47.50

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Lisa (391227-01).....	\$24.50
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Alce 8374 (391010-01).....	\$27.95

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A590.....	\$19.95
A500/A1200 110 volts original factory.....	\$38.95
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A2000 Big Foot (300 Watt) Micro R/D.....	\$144.50
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A3000T internal (110/220 volts).....	\$119.00
A4000 internal (110 volts).....	\$119.00
A4000T internal.....	\$119.00
A4000 int. 300 Watt Big Foot (exchange).....	\$169.95
1084/8 Flyback Transformer only.....	\$34.50
C64 nonrepairable.....	\$14.95
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A2000 Classic Tower Complete.....	\$294.00
A3000 Classic Tower Complete.....	\$530.00
A4000 Classic Tower with 7 Zorro 2 Slots.....	\$8.95
2 Video Slots, 5 ISI Slots.....	\$481.00

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A501 original Ram Exp. - 512K (A500).....	\$24.50
McFlickerfixer.....	\$24.00
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Amiga A1200 mouse port replacement kit.....	\$7.95
Amiga Tech 2-button mouse for all Amigas.....	\$19.95

#### DIAGNOSTICS

Final Test diagnostic disk by Amiga.....	\$7.95
Amiga Troubleshooting Guide.....	\$7.95
Commodore Diagnostician.....	\$6.95
Complete Service Manuals: A500, A500+, 590, A1000, 1230 printer, 1802, 1902A, 1934, 2002, 2091, 2300, 2630, CDTV, 1581 C65.....	\$19.95
A500, A600, 1084S, 1084S-D1, 1084ST, 1930A, 1960, A2000.....	\$24.00
A1200, A3000, A3000T, A4000, CD32.....	\$39.95

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A2000 Computer/Keyboard.....	CALL
A520 Video Modulator Adapter Cable.....	\$12.50
15-23 pin VGA adapter.....	\$19.95
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Monitors: 1084S, 1802, 1950 etc.....	CALL
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8 x 32-60ns SIMM - 32 Meg.....	\$49.95
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A1200 computer complete 3.1 o/s with disks (factory refurbished) - no software (260 meg h/d optional) - \$249.00

### AMERICA'S ONLY AUTHORIZED REPAIR CENTER

GO TO THE SOURCE - Most Amiga Dealers send their Amiga to Paxtron for repair. You too can save time and money and go directly to us. Paxtron has the resources and the technical people to keep your Amiga running for years and years. Our prices are more than fair and we just recently added a second (SMT) Surface Mount Station to our repair department. Our replacement parts and components are new and our technicians were originally trained by Commodore. In July of 1997, Paxtron was appointed a direct authorized Amiga repair center by Amiga International and officially listed on their web page as such.

Want to talk to a technician before you send in your computer? The tech lines are open 2-4pm EST Monday - Friday.

If you want to take advantage of our rapid turnaround and low repair costs, give us a call on our toll free number 800-595-5334. Our service department will give you an RMA (Return Authorization Number) and instructions for sending in your equipment.

MODEL	COST FOR BOARD ALONE	COST FOR WHOLE COMPUTER	MODEL	COST FOR BOARD ALONE	COST FOR WHOLE COMPUTER
C64	\$30.00 flat Rate	\$35.00 flat rate	A1200	\$100.00 plus parts	\$130.00 plus parts
A500	\$50.00 plus parts	\$55.00 plus parts	A4000	\$259.00 plus parts	\$299.00 plus parts
A2000	\$110.00 plus parts	\$125.00 plus parts	A4000T	\$299.00 plus parts	\$330.00 plus parts
A3000	\$165.00 plus parts	\$189.00 plus parts	CDTV	\$85.00 plus parts	\$95.00 plus parts
A3000 Tower	\$165.00 plus parts	\$199.00 plus parts	CDTV	\$85.00 plus parts	\$95.00 plus parts
A2000,3,4 Keyboard	\$35.00 flat rate				

A3000 Upgrade 16 MHz to 25 MHz - \$89.95

Look on our web page ([www.paxtron.com](http://www.paxtron.com)) for a complete listing of all the repairs we do.

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Cyberstorm PPC 604e 233 MHz with 68060/50 CPU.....	\$1129.00
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Blizzard PPC 603e 200 MHz 68040/25 without SCSI.....	\$471.50
Blizzard PPC 603e 240 MHz 68040/25 CPU.....	\$627.00
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Blizzard PPC 603e 200 MHz 68060/50 CPU.....	\$890.00
Blizzard PPC 603e 240 MHz 68060/50 CPU.....	\$942.00
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Want more details on Phase 5 or Apollo? - See our web page [www.paxtron.com/accelerators.html](http://www.paxtron.com/accelerators.html)

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and take a Whopping  
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the Cyberstorm MKIII)

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1240/25MHz for A1200.....	\$198.50
1240/40MHz for A1200.....	\$279.50
Mini Meg 2MB Chip Ram board.....	\$119.00
Apollo SCSI controller.....	\$78.50

#### JETFIRE 134

Jetfire 134 for the A1200  
Includes 68030/40MHz and 66882 FPU  
with 16 megs of memory.....\$159.95



### Warning Leaking Batteries

#### Lithium Type

Almost 20% of the repairs that our service center performs are due to aging batteries, which leak acid on Amiga boards. Once the acid leaks the tracers become corroded and dissolve. It is very expensive to bring the boards back to life. If your Amiga computer is approaching 4 years old we suggest you replace the original Ni/Cd battery with a new lithium battery. The new lithium batteries will last longer, has twice the amperage (150mA as opposed to 60mA) and will give you years of trouble free service. The cost of the new exact replacement lithium battery is \$14.95 each plus shipping. It is worth the investment of \$14.95 to save a \$900.00 motherboard (includes drawing, instruction sheet and diode).

#### Ni/Cd Type

For those of you who want to stay with the rechargeable Ni/Cd batteries. We have just received a shipment of fresh batteries from Germany. The Ni/Cd like the lithium above must be soldered to the board. The Ni/Cd 3.6 volt battery is the exact Ni/Cd Amiga replacement and is made by Varta. The price of the Ni/Cd is \$9.95 plus shipping. NOTE: THESE ARE SPECIAL AMIGA BATTERIES AND ARE NOT AVAILABLE FROM RADIO SHACK.

Amiga Survival Kits still available! See last month's issue or web page for details



# Amazing/AMIGA

COMPUTING™



New Products, P.9

## 9 New Products

& other neat stuff

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Modeling a Gaseous Torch

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"This game looks awesome."

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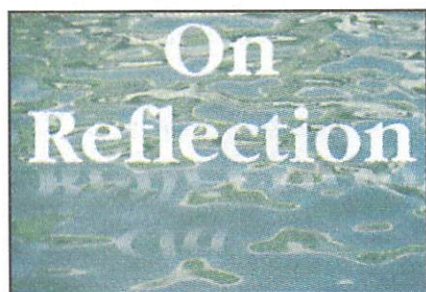
by Soothsayer

The Informer's "Bandito" offers his latest insight on the pitfalls of the Amiga market.

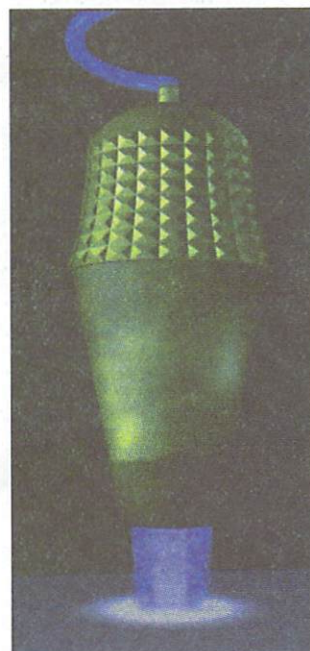
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# Editorial Content

## Welcome Amiga Informer and, NO, AC is not going bi-monthly!

### A Big Hello!

While there are probably some questions about the double month listed on the cover, I would, first, like to welcome the readers and writers of *Amiga Informer*.

Fletcher Haug, *Amiga Informer's* editor, and I have joined forces to create what we hope is a better opportunity for the Amiga market and the Amiga community in North America. With the continual constriction of the marketplace, we saw this as the best hope to focus resources and produce magic.

In this first issue, we have been able to incorporate several *Amiga Informer* authors as well as Mr. Haug. One such writer, The Soothsayer, is apparently willing to take up the role left by AC's much requested Bandito.

The addition of these authors continues to underscore the request I have made for many months. We need you. If you have ideas to contribute to the magazine or you want to contribute articles, send them to me at PiM Publications Inc. P.O. Box 9490, Fall River, MA 02720 or to my email at DonHicks@aol.com. *Amazing Computing* (like the Amiga market) can only continue with your support.

### Important AC Subscriber Information

The new *Amiga Informer* subscribers need to know how their subscriptions will be handled. In addition, our regular subscribers need to know what we have done to extend their subscription for the now missing issue (11 in 1999 instead of 12).

All AC subscribers who were scheduled to receive both the January 1999 issue and the February 1999 issue have had their subscription extended by one issue in the subscription expiration section. This can be seen on your address label above your name as a number such as 6/99.

*Amiga Informer* subscribers who are new to *Amazing Computing/Amiga* have been given a subscription renewal based on their remaining issues of *Amiga Informer*. If you had 4 issues remaining, this issue would count for one and the balance would start with the 3/99 issue. This would give you a new subscription expiration date of 5/99. An *Amiga Informer* subscriber with a 6 issue subscription would have 5 issue after this one and be good until issue 7/99. They would receive 5 more issues: 3/99, 4/99, 5/99, 6/99, and 7/99.

*Amiga Informer* subscribers who were also *Amazing Computing/Amiga* subscribers

have had their AC subscription extended by the number of outstanding *Amiga Informer* issues they had remaining. Example if you are now a 3/99 (after this month's extension) and if there were 4 issues on your *Amiga Informer* subscription, you would now be a 7/99 (ie: 4/99, 5/99, 6/99, and 7/99).

By the way, if your subscription label lists you as a 3/99, 4/99, or earlier, please renew as soon as possible to assure that you will not miss any issues.

### Why A January/February Issue?

First let me assure everyone that, barring any other unforeseen occurrences, *Amazing Computing/Amiga* is not going bimonthly. After we shipped the December issue (which was already two weeks late because of an earlier distributor problem), we were informed by our largest distributor (the one who handles Barnes&Noble, Coles, Tower Books, Waldens, etc.) that they had mistakenly placed the November issue on hold for four weeks and it was still in their warehouses.

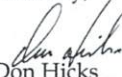
While this did not affect our subscribers who had already received their issues, nor did it hinder our other distributor, it did cause us a problem with the larger chains. Our distributor offered to ship the November and then send out the December issue in two weeks. Having little option, we agreed. Three weeks later, we discovered that they had not sent out the December issue on time and it would be another week before it hit the shelves.

Since we were already working with the *Amiga Informer* crew and, faced with the fact that this issue would now not go on the stand until the first week in February, we decided a double dated issue was the best way to handle a bad situation.

Our apologies for any inconvenience to our readers, authors, advertisers, and dealers. If we could have gone any other way, we would have.

Working in the Amiga market can prepare you for these types of problems. It also keeps you alert for possibilities. That is not bad training no matter where you are.

Sincerely,

  
Don Hicks  
Managing Editor

**Amazing** / **AMIGA**  
COMPUTING

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Sportster 33.6 FAX Modem	114.95
Prac. Periph. 14.4 FAX Modem	49.95
Cardinal 56K FAX Modem	139.95
Rascal V.34 bis 28.8 Ext. Modem	54.95
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Termite TCP/IBrowse bundle	74.95
GP Fax Software - Class 1 & 2	49.95
AWeb 3.1 w/HTML-Heaven	39.95
AI Mail, e-mail program	29.95
Miami 3.0	59.95
Termite TCP/AWeb II V3 bundle	74.95
NetConnect 2 CD	99.95
Get Connected CD	79.95
STFax Pro V3.4	59.95

### Village Tronic

Picasso IV	399.95
Concerto Module for Picasso IV	169.95
Pablo II Module for Picasso IV	129.95
Paloma Module for Picasso IV	169.95
Ariadne II Ethernet Board	149.95
Main Actor Broadcast Software	89.95
Dense Adaptor for Picasso IV (Free Video Slot)	49.95

### Books and Tutorials

PhotoReal FX	42.95
Power FX for LW 5.0	27.95
Connect Your Amiga	7.95
LightWave Power Guide	42.95
Flyer Mastery Guide (book)	129.95
Catalyzer Video Vol 1	38.95
Catalyzer Video Vol 2	38.95
Catalyzer Video Vol 1 and Vol 2 Bdl	74.95
Catalyzer Vol 3	38.95
Amiga Guru Book by R. Babel	59.95

### Storage Devices

Zip Drive SCSI External	\$139.95
Zip Drive SCSI Internal	119.95
100Mb Removable Disk	11.95
100Mb Disks (3 Pack)	33.95
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Jaz Drive, 1Gb external	349.95
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1Gb rem. disks - 5 Pack	424.95
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Quantum 2.1Gig SCSI2 HD	239.95
Seagate Hawk 2.1Gig SCSI2 HD	239.95
Seagate 2.5" IDE 240 MB HD	119.95
Quantum 2.5 inch IDE 80MB	89.95
Seagate 2.5 inch IDE 540MB	159.95
Toshiba 2.5 inch IDE 2.1Gig	249.95
Other Hard Drives	Call

### Memory, CPUs & FPU's

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Chips call for pricing

### Newtek & 4000T Computers

Call for the latest pricing and availability of Video Toasters, Flyers, A4000T computers and complete configured systems.

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Use any PC Monitor w/any Amiga	
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Apollo Ext Scan Doubler	
w/Flicker Fixer	\$189.95
Power Computing Int Scan Doubler	
for 1200 w/Flicker Fixer	\$169.95
Micronik Ext Scan Doubler	\$149.95
Petsoff Int Scan Doubler for A4000/4000T	\$149.95
Add a 17" AOC Monitor	
w/1280 x 1024 resolution	\$375.00

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A2000 300W Bigfoot Pwr Sply	\$169.00
Megalosound	57.95
Pro Midi	47.95
Bigfoot A500, 600, 1200 Pwr Supply	89.95
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# FEEDBACK

## Reader's respond with their Amiga support from all parts of the globe.

Dear AC,

First I'd like to tell you what a wonderful magazine you have. I'm not a subscriber for the simple fact that I really like going to my local Amiga dealer (The Great Escape) and see what else is there when I pick up my magazine. I have him special order me one each month so I never miss an issue.

The black and white look is actually kind of neat. Although I would like to see some of the rendered images in color, I do like the distinct look the magazine holds now.

I am like a whole lot of others out there, a dedicated Amiga user since 1987 (when I upgraded from the fun C-64). As a user, I would like to send apologies to Joseph W. Solinski who wrote in about the \$20 shareware problem. I know it's not really my job but as a dedicated user I know how important shareware is and would hope he gives shareware another go. To everyone out there, keep the Amiga going by not pirating the few bits of commercial software out there, and support your local retailers. Without them, I know I would be lost.

Again thank you Amazing for being here for us Amiga users nationwide. You will always have a reader here in Washington State.

Ryan Blackerby  
Airway Hts WA

Dear AC,

I just wanted to drop you a note of encouragement. I was surprised to see the change in your November issue but, at the same time, I was very happy to see that you chose to continue instead of giving up as CU Amiga did. I really don't care if you go to black & white and use different paper. When I received my November issue, I was just happy to get it.

I saw Amazing for sale in Singapore along with the last two issues of CU Amiga, I couldn't find Amiga Format anywhere. I also saw Amazing for sale in Dubai, United Arab Emirates, here in the Persian Gulf, so I bought the two issues I lost when I got off my last ship and went on vacation.

Are you still trying to put AC's Guide together? I just want you to know that I will subscribe as long as you publish - and I still intend to get every issue you have every published (I still need 1989).

Sincerely,  
David Lanphere  
FPO AP

---

**In my experience,  
about 15% of the  
shareware fees I sent  
out did not generate  
a response but the  
rest have all resulted  
in updates, and help  
when needed.**

---

*As we have stated often, we will be here as long as the readers and the advertisers are. As far as back issues, I suggest you order soon. We have had to change warehouses and the back issues will only be available in limited quantities at the sale price until February 28, 1999 or our inventory is depleted.*

Dear AC,

I have enjoyed your magazine for several years and sorry to see the Amiga problems spreading. Dr. Michael Tobin has published some very good tutorials with you and I have actually obtained a

Saxon Publisher on his recommendation. (Damn good publisher and postscript interpreter.)

I have also been following Dave Matthews' Building the Perfect Workbench articles and implementing some of his ideas. The rest of the tutorials are excellent since I have some of the software involved. In fact, I just received Aladdin 4D and will be going over all the back issues covering that program.

I find it strange though so many people are leaving the Amiga platform while waiting for the new machines. OS 3.5 is not as radical as the plans for beyond it but it will still be months before major changes can take place and then it will be more months before software catches up. Third party coders are the people that really keep the hardware going and the Amiga as it stands is so upgradeable.

I started with an Osborne 15 years ago. No hard drive, no mouse, no graphics, no support. I wrote programs to fill blanks but the system did all I needed for the next 10 years. My Amiga promises to last longer, since I can add to it. A CDROM, a Blizzard PPC/060 board, a scanner and I still have room to grow.

The 3.5 OS may not be an option, since I have the PCMCIA slot set up as a Sequencer port and the chip necessary for the new system disables that port. Still, lots of expansion is possible.

I also find it strange that, shortly after I bought the Osborne, the company folded. Shortly after I got my Amiga, the company went down. I bought a Pallaadium hard drive and, soon after, the company was gone. I don't think this is the kind of reason I need to buy an IBM.

The letter in the November issue regarding shareware is a bit of a downer. In my experience, about 15% of the



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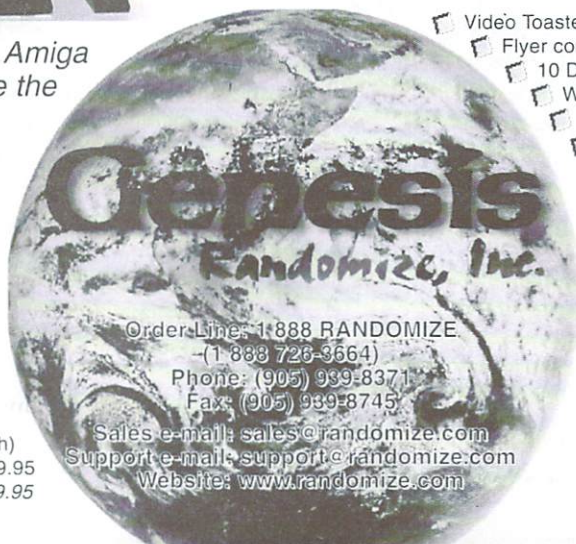


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shareware fees I sent out did not generate a response but the rest have all resulted in updates, and help when needed. I will still continue to support shareware authors for programs that I use.

Thanks for listening and hope that 1999 is a better year for everyone.

Yours Sincerely,  
Hal Burlhart  
Ponoka, AB Canada

Dear AC,

I have just received your latest issue (Dec. 1998) and I continue to be impressed with the determination you show in continuing to promote the Amiga platform through Commodore's incompetency, legal impediments, and now, the current hopeful bid for recognition as the innovative system of the new millennium. To the extent it is still

---

**Partly because of  
my use of the  
Amiga's  
capabilities, I was  
awarded a national  
Marshall McLuhan  
Distinguished  
Teacher Award  
presented by the  
Prime Minister  
of Canada.**

---

striving to fulfill its original promise, it is a tribute to the belief of its supporters, I have a vested interest in its survival due to seniority in its use.

In 1981 I spent the price of a small automobile to purchase IBM's first 16 KB (yes, KILOBytes!) desktop 8088 computer. Enhanced with over three hundred more KB of RAM and an orphan Tecmar graphics card (\$1200 Canadian!), I wowed my high school students with its capabilities!

When the A1000 appeared, I bought one, and my IBM was relegated to the shadows of my computer room. Soon after, I saw the new A2000 in Cologne, Germany and had to have one. It caused nothing but grief and Commodore

replaced it for an American model which did years of duty producing tourism brochures, keeping my student records, entertaining my family, and, with a SuperGen genlock, helped me originate a new high school movie-making course, Video Film-Arts, that I taught for seven years using one of the school's two A500s (the other was used for recording marks and printing reports, programmed in-house - quite unusual at the time). Partly because of my use of the Amiga's capabilities, I was awarded a national Marshall McLuhan Distinguished Teacher Award presented by the Prime Minister of Canada.

But that is in the past. That school has long since turned to the ubiquitous PC for all its instructional and office tasks (although they still teach Video Film-Arts). I have returned to my hometown in retirement, and Amiga vendors have entirely disappeared from this part of Canada (my recent mention of "Amiga" to a local PC vendor had him asking what brand of PC it was!).

I still have the old IBM 8088, safely boxed, but lost like eight-track players and hulla hoops among the memorabilia of other past times in my attic. Perhaps it will have antique value some day. I used my A2000 until last year when I decided to write a book. So, now, this letter is coming to you compliments of Corel WordPerfect Suite 8 running on an unknown breed of 100Mhz 486 (bought used), monitored on my trusty old Commodore 1950, and printed on a new Lexmark 5700, for which I still hope to find an Amiga driver. And why do I hope that?

Well, my 486 boots up a screen that threatens "Amiga OS5 is coming..." against Microsoft's familiar Windows sky background! (I dumped all MS screens!) And my old A2000 lies in wait in its box not six feet away under the bed of my guest bedroom-cum-computer room!

That's why I am cheered and heartened by Allan Havemose's comment, "I want to design and develop a new Amiga that is as revolutionary as the original Amiga was in 1985". Jay would be proud.

I salute the original machine, its continuing concept, its new developers, and its sometimes fanatic supporters. Where would we be without that fanaticism?

But I must also lend a word of caution to Havemose, QNX's Dan Dodge, and to Petro himself: There may only be five million Amiga users on the official records, but there are many more old Amiga warriors out there, veterans (and victims) of the Amiga wars, who have been waiting. And waiting. And waiting. And now we all have one thought... even if we must part with the actual physical platform somewhere down the road - don't screw up the Amiga concept again!

Why? Because I can't wait to dump Gates' bloated incubus off my desktop in favor of Havemose's New Generation Amiga - "power, elegance, and simplicity"!

---

**There may only be  
five million Amiga  
users on the official  
records, but there are  
many more old Amiga  
warriors out there,  
veterans (and victims)  
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thought... even if we  
must part with the  
actual physical  
platform somewhere  
down the road - don't  
screw up the Amiga  
concept again!**

---

Please accept my contribution to your fifth column publication and keep it coming to my mailbox. Damn the torpedoes and full speed ahead!

Thank you,  
Russell A Bragg  
Port aux Basques NF Canada

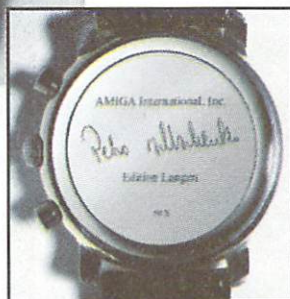
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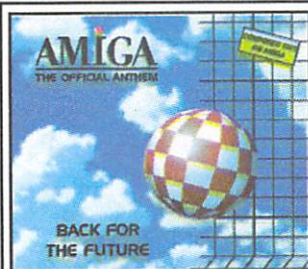
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**Big news from Amiga 99,  
New CD ROM releases,  
Answers on Amiga OS 3.5,  
Amiga phone covers,  
and more.**

# NEW PRODUCTS

*And Other Neat Stuff*

## **Amiga 99 Astronaut Steve Nagel to speak at Amiga 99 Banquet**

Bob Scharp of Amiga 99 (March 12th through 14th, 1999 at the Henry VIII Hotel in St. Louis, Missouri) has been busy with announcements. One of the best is the announcement that NASA's own Commander Steve Nagel (Ret.), former Astronaut, Commander of the Space Shuttle, and 100th Astronaut in Space, will be a guest speaker at the Amiga 99 Banquet. Commander Nagel's subject will be "Computers in Space". Commander Nagel will also discuss the Amiga Computer's use in the space program.



the many prizes that so many companies are providing. Check the Amiga 99 web page at: <http://www.amiga-stl.com> under Amiga99/prizes to see a more complete list.

## **ANNEX dancers to perform at Amiga 99 Show**

ANNEX, on their first visit to the U.S. and North America, are coming from Germany, specifically to perform on Saturday and Sunday. Visitors to this great Amiga Computer show will see the ANNEX dancers live on stage. This is the singing and dancing group that recorded the Amiga theme song, "Back for the Future". ANNEX, having performed at Cologne's Computer 98 show in Germany, and earlier at London's World of Amiga show, are truly world renowned. Many thanks to Amiga International for their help in making this unprecedented event possible.

Attend Amiga 99 and meet the ANNEX singing group in person. Amiga 99 is bringing you more excitement than any Amiga show in years! Stay tuned for all the latest news, events, exhibitors, and happenings at Amiga 99 by watching their web site.

Admission, Dinner\* and Class reservations may be purchased by mail or Admission and Banquet tickets by phone at 1-800-59-AMIGA (26442). Classes must be ordered by mail. There is an additional charge of \$5 per transaction for the use of the toll free number. So purchase lots of tickets at one time and keep the costs down. If you would rather not pay the fee, simply mail a check to Amiga-St. Louis, c/o Amiga 99, P.O. Box 672, Bridgeton, MO 63044.

Specially priced tickets are available in advance by mail. Two day admission tickets \$17 and one day admission ticket is \$12. If you elect to purchase tickets at the door, the prices are \$20 for a two day ticket and \$15 for a one day ticket at the door. Requests received for admission after March 1st will be held at the door in "will-call". Just ask at the admissions desk. No Advance Tickets will be mailed to attendees after March 1st.

## **Haage-Partner AmigaWriter 1.2 English Manual**

The English translation of the AmigaWriter 1.2 manual is now available by request.

Email: [support@haage-partner.com](mailto:support@haage-partner.com)

## **Six New CDs Released from Schatztruhe**

Aminet 28 dated December 98 is now in release. This CD from the producer of the world's largest collection of freely distributable Amiga software includes more than 500 MB of new software since the release of Aminet 27, in addition to the nearly 1 gigabyte (uncompressed) of software on the CD.

## **A REAL Flight Simulator.**

TWA has graciously rented Amiga 99 two 30 minute periods in their Boeing 727 aircraft simulator at St. Louis as door prizes. Winners of either of these door prizes will be escorted to the TWA training department at midnight, Saturday evening, just after the banquet to experience the thrill of a lifetime. Imagine being at the controls of a real aircraft simulator. Any of us who have enjoyed flying the computer simulators can only imagine the thrill of handling this gigantic piece of hardware. Now two lucky winners will actually get behind the controls of TWA's 727 airline simulator. The same kind that airlines all over the world use to train their pilots. You can appreciate what an exciting experience this will be for the winners.

The lucky individuals will have the opportunity to fly with a real pilot in this simulator, and will receive an official flight logbook, in which we will list the 30 minutes of time spent flying this marvel of flight training. These two prizes make an exciting addition to all



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<http://www.cucug.org/amiga.html> today!

Also new is the CD Envoy 3. This CD contains the only networking software specifically designed for Amiga computers, along with security and management features to help the user set up access restrictions with greater flexibility for multiple users. Amiga Envoy requires OS 2.04 or higher, at least 1MB of memory, and any SANA-II compliant networking hardware. A harddisk is recommended.

Schatztruhe has also released Linux, a free Unix-type OS originally created by Linus Torvalds along with other developers. It includes true multitasking, virtual memory, shared libraries, demand loading, TCP/IP networking, and other features consistent with Unix-type systems. To ensure proper compatibility with Linux on your Amiga, consult the Schatztruhe web site at: [http://www.schatztruhe.de/files/linux\\_sysreq.html/](http://www.schatztruhe.de/files/linux_sysreq.html/)

The fourth new CD is CyberGraphX v4, including a full version of XiPaint 4.0, improved memory management and

many bug fixes, extended CGXMode program, direct interface to v43 picture.datatype, and much more. CyberGraphX v4 requires 68020, 68030, 68040 or 68060 CPU, AmigaOS 3.x, and CyberGraphX supported graphics board.

Schatztruhe has also released the SuperView Productivity Suite, the versatile graphics toolkit for Amiga 68k and PPC. The program reads, writes and/or converts more than 50 graphic file formats and integrates external program packages like Xpk, Ghostscript or MetaView. System requirements for SuperView II are: AmigaOS 2.04 or higher, 2-4 MB RAM, Hard disk, additional memory and graphics card are recommended.

Finally, Schatztruhe has released the 2-CD Aminet Set 7, including full versions of IBrowse 1.2SE, XiPaint 4.0, KangFu SE & Picture Manager 4 SE. Aminet Set 7, dated October 1998, consists of approximately 4 gigabytes of software in 8,000 archives.

Stefan Ossowskis Schatztruhe, Gesellschaft  
für Software mbH, Veronikastraße 33,  
D45131 Essen

## 3Dfx Voodoo Addon module for PicassoIV will come!

Village Tronic GmbH's survey for the 3Dfx add-on module for the PicassoIV ended on 20th December 98. At that time, they had received over 520 preorders and 687 interested replies. Village Tronic has stated that this has given them the needed feedback and support they need to develop the 3Dfx Voodoo Addon.

According to Village Tronic the 3Dfx add-on module will be released this year. They have promised more information and technical information on their Website ([www.village.de](http://www.village.de)).

## CDTV upgrade project

The Amiga of Minnesota Interest Groups Alliance (A.M.I.G.A.) has announced that the CDTV upgrade project is ready for release. Their preliminary tests with the new prom chips installed have demonstrated that the CDTV and the built in CD ROM drive will operate correctly under OS 3.1. The upgrade requires that the ROM chip for OS 3.1 be installed, and the two internal proms that govern CDTV be changed.

The 3.1 ROM is the same chip that fits the Amiga 500 or the Amiga 2000. The two proms for the CDTV are only available from A.M.I.G.A. by a license agreement with Amiga Intl.

While they promised still further testing, so far they have determined that the CDTV will boot from an 880 floppy drive containing the Workbench 3.1 disk, and operate exactly as an Amiga 500 or an Amiga 2000 with 1 MB would, except now you will have a fully functional internal CD ROM drive, and S-VHS output. At this moment the CDTV is the only CBM developed unit to have this high definition output.

The A.M.I.G.A. modified CDTV will also boot the Fred Fish Collection CD ROMs that were released by Hypermedia Concepts, to a 1.3.1 Workbench with the floppy drive active. BUT, it will reset as soon as the eject button on the CD is touched.





### Theme Covers for Cellphones

Airbrush Paradise Tingler from Rottweil, Germany is offering exclusive airbrushed AMIGA theme covers for your cellphone. They are now available for all Nokia cellphones and other models.

Airbrush Paradise Tingler, Marxstraße 17, 78628 Rottweil, Germany, Phone +49 (0)741/15194, Fax: +49 (0)741/1755461

You can request further information by email from [thedoctor@wavetech.net](mailto:thedoctor@wavetech.net) (use "CDTV UPGRADE PROJECT" as the subject please). You can also request an order form from this address.

If you use the Postal service, please write to: A.M.I.G.A., c/o Ben Deemer, 14501 Sunfish Lake Blvd, Ramsey, MN., U.S.A. 55303-4578. An order form will be mailed out to you, and \$0.35 will be added to your cost.

This is a "not for Profit" enterprise of a user group, and the license is restricted for this project. Therefore it is necessary to PREPAY for the upgrade proms, and by special arrangement, a discount on the 3.1 ROM if on the same order. Prices are as follows: CDTV proms kit and instructions \$23 US., 3.1 OS ROM if ordered with proms \$30 US. All shipping will be by US Postal Priority System 2/3 day. Rates as follows: US - \$3, Canada, Mexico, Western Europe, Middle East - \$3.75, Pacific Rim, South America - \$4.95

No orders will be shipped to anybody until the order form is returned with the required information and signature, and the payment in US funds is received (no personal or business checks).

This upgrade set of two proms is not available from any other source, and will only be available while supplies of the now obsolete out of production parts are available. The 3.1 ROM is a special offer and only available to upgrade purchasers through A.M.I.G.A.

The Amiga of Minnesota Interest Groups Alliance, c/o Ben Deemer, 14501 Sunfish Lake Blvd, Ramsey, MN., U.S.A. 55303-4578.

Email: [thedoctor@wavetech.net](mailto:thedoctor@wavetech.net).

### Free Upgrade for Registered WCS users

Questar Productions, makers of World Construction Set (WCS), has announced that registered users of WCS 2.04 prerelease for the Amiga will be upgraded to WCS 2.5, rather than WCS 2. This is a free upgrade. WCS 2.5 has all the features of the current WCS 2 plus many of the interface enhancements of WCS 3. Before WCS 2.5 ships, there will be a beta version of the WCS 2.5 render engine available to all registered users of WCS 2.04. This will allow Amiga users to load projects from Amiga 2.04 and render them with the latest code.

To sign up for the render engine, send your serial number and registration information to:

[WCSAmiga@arcticus.burner.com](mailto:WCSAmiga@arcticus.burner.com). All registered WCS 2 Amiga users are eligible for the beta render engine, and the free upgrade to WCS 2.5 when it's ready.

Questar is also working on WCS 3 for Amiga, which should be available after Amiga Version 2.5 is shipping. WCS 4 is also possible if WCS 3 remains popular on the Amiga. For more information, please contact Mindy Bieging at Questar Productions: Web: [www.QuestarProductions.com](http://www.QuestarProductions.com), Phone:

303/659-4028, FAX: 303/659-4068, Email: [WCSinfo@QuestarProductions.com](mailto:WCSinfo@QuestarProductions.com)

### Amiga OS 3.5 Frequently Asked Questions

Amiga Inc. has posted the latest answers to the most frequently asked questions about Amiga OS 3.5.

- Q. When will 3.5 be completed?
- A. 3.5 is scheduled for release the first half of 1999. 3.5 is still on schedule.
- Q. How much will it cost?
- A. 3.5 has a targeted list price for USD \$49.95.
- Q. Where are the RTG and RTA support?
- A. These are features that are no longer part of the core of 3.5. We are evaluating these features.
- Q. Will there be PPC support?
- A. Yes. 3.5 will have PPC co-processor support.
- Q. Will it run on a Macintosh?
- A. No.
- Q. Will 3.5 support MUI?
- A. As 3.1 does currently.
- Q. Will 3.5 have new icon support?
- A. Yes. More specifics will follow.
- Q. Do you plan to bundle the 3.1 ROM with the 3.5 upgrade?
- A. This will be up to the reseller. We are not intending to offer a 3.1/3.5 bundle.
- Q. Is this the last upgrade for the Amiga Classic?
- A. There are no other upgrades planned for the Classic line.
- Q. Is QNX playing some role in 3.5?
- A. No. QNX is only working with Amiga on the NG Amiga.
- Q. Why is the progress bar gone?
- A. The progress bar is being updated with the latest information. As contracts are signed and executed we will update the bar and repost.

If you have a question about OS 3.5, please submit it at their website: [www.amiga.com](http://www.amiga.com) or send your question to [os35@amiga.com](mailto:os35@amiga.com). Don't forget to include your email address.

•AC•

### GET NOTICED

Please send New Product information to: Amazing Computing/Amiga, P.O. Box 9490, Fall River, MA 02720. [www.pimpub.com](http://www.pimpub.com).



# Amiga 99

Gateway Computer Show

## TAKES OFF

Steven R. Nagel, (Colonel, USAF, Ret.) NASA

Astronaut, Commander of the Space Shuttle and 100th Astronaut in space, will appear at Amiga 99. Don't miss this opportunity to hear Steve Nagel, at the Banquet Sat. March 13, 1999 at 7 PM, discuss...

*"Computers in Space".*

Amiga 99 will be held at the Henry VIII Hotel at 4690 Lindbergh, St. Louis, MO. March 12-14, 1999. Show floor open Sat & Sun Classes/Seminar Friday-Sunday.

<http://www.amiga-stl.com>

Call 1-800-59-AMIGA (26442) for tickets

(there is a \$5.00 service fee for credit card service).

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P.O. Box 672 Bridgeton, MO. 63044 U.S.A.

Advance Admission \$17 (2 day) \$12 (1 day) &

Banquet (Sat) \$35. SORRY, NO REFUNDS.



## A Different Perspective:

### A New Beginning

Greetings everyone. It's nice to again be able to connect with all of you. It has been very busy for me over the past month, and as you know, not all of it was fun. It was a difficult decision to stop production of *The Informer* magazine, but it was a necessary action. The closing of *The Informer* should not be looked at as a negative event. To the contrary, by closing *The Informer* it allowed for the combining of resources between *Amazing* and *The Informer* staff. By working together, we can produce a single, stronger magazine that will continue to serve Amiga users.

The production of *Amazing Computing/Amiga* magazine will still be handled by the staff at PiM Publications Inc., but readers should now see several former *Informer* writers providing content-rich articles and reviews. For my part, I will continue to maintain my contacts in the community and organize and coordinate information for inclusion in *Amazing*. My efforts, added to the existing work and efforts of the *Amazing* staff, should prove to be beneficial to readers. Everyone can expect to see some interesting new material over the course of the next few issues.

### A Nagging Problem

One cannot ignore that the Amiga community has lost another magazine. In my opinion, this is indeed a symptom of a leaderless Amiga community—one with waning hope and a loss of faith. There are many reasons for this condition, but I believe the finger of blame will ultimately be pointed at Amiga Inc. One of the prime responsibilities of any controlling company is to generate excitement and confidence in a product or an idea, and Amiga Inc. has clearly failed to do this. It is beyond me why a company that claims to care about the community fails to even encourage its installed userbase to continue using the platform.

If Amiga Inc. carries through with its promise to produce a 3.5 OS upgrade—and I believe they will—it would serve



## Our new Associate Editor speaks his mind

their interests to keep as many people using the platform as possible. This upgrade has been in the works presumably since last year's World of Amiga show, where Jeff Schindler stated to the press that 3.5 would happen. Why then, hasn't Amiga Inc. done anything to encourage users to keep and upgrade their current systems? After all, this encouragement would help dealers by generating sales and it would be self-serving to Amiga Inc. as well. The more users there are when the 3.5 upgrade appears, the more profits will be realized in upgrade sales. Everybody wins.

Because of Amiga Inc.'s perceived lack of support and direction, they have lost the respect, faith and support of a large portion of the community. To win back the community's loyalty, Amiga Inc. must produce something substantial and do so soon. The community will no longer settle for promises, but instead it now needs proof.

### Hope Springs Eternal

Surprisingly, I think we have reached the bottom of the valley. I suspect that Amiga Inc. is well aware of the community's attitude of late, and I think they will finally make good on their promises. If Amiga Inc. releases a 3.5 upgrade and produces the 5.0 Development system—which includes Classic Amiga emulation—by the Amiga 99 computer show in St. Louis, they may just be able to get the community back on their side. We should all attend, or at the least, keep our eyes on St. Louis to see what transpires.

Apart from the rudderless leadership of Amiga Inc., there is actually a lot to keep us all encouraged. There are many exciting projects underway, all headed by various third party developers or the community at large. There is an exciting project called aMozilla that aims to port freely available Netscape 5 software to the Amiga. It has also been confirmed that Village Tronic will indeed go forward with its plan to bring a 3D-Chip add-on card to the Picasso IV graphics card. Likewise, work moves forward by Village Tronic and ESCENA

to bring a G3 accelerator card to the Amiga. There are also reliable reports that the long overdue BoXeR motherboard is ready to be released. On the software front, there are many new releases and upgrades, along with many new games, like, Phoenix, Wildtracks, Starfighter, Moonbases, Lambda and Spacestation3000. All of these promise to push the envelope of the Amiga.

you visit several or all the following websites: Amiga Web Directory, [www.cucug.org/atnews.html](http://www.cucug.org/atnews.html); Amiga.Org, [www.amiga.org](http://www.amiga.org); Amiga Extreme, [www.amigaextreme.com](http://www.amigaextreme.com); Amiga Nutta, [www.nutts.demon.co.uk](http://www.nutts.demon.co.uk); and, Amiga Universe, [www.amigauni.u-net.com](http://www.amigauni.u-net.com). Any one of them will give you a wealth of information as well as many links to myriad other Amiga sites.

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**Surprisingly, I think we have reached the bottom of the valley. I suspect that Amiga Inc. is well aware of the community's attitude of late, and I think they will finally make good on their promises.**

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### The Final Frontier

The fact is, there are far too many projects and efforts going on in the community to cover in a single issue of any magazine. Every Amigan needs to know about these efforts so they can appreciate the scope of the community. Because of this, it becomes vital for every Amigan to get themselves connected to the internet. The sheer volume of Amiga websites is staggering. If you need to know anything about the Amiga, it can probably be found on an Amiga website, newsgroup or mailing list. Without an online connection, you are missing out on a large percentage of Amiga excitement.

There is no longer any good excuse not to be online. Anyone can get fully functional demo software that will allow them to get online, surf the net, send email, subscribe to newsgroups and transfer files. It is all easy to install and use. Just call one of the advertisers in this issue and ask them what you need. Once you see how vast the Amiga presence is on the internet, and what a great resource it is, I'm certain you will want to buy complete online software packages and make your connection permanent.

Once you get there, I recommend

### Keeping The Faith

So, in spite of the odds against it, the seemingly immortal Amiga continues. It defies logic that this machine refuses to die, but the fact remains the same: none of us can easily part with our Amigas.

It is important that the community continues to support those that support the Amiga. It is vital that we make sure the magazines, software and hardware producers remain in the market. We need every one of them. The only way that will happen is if we purchase those items we need that are worthy of our money. It is these existing Amiga companies that will carry the Amiga forward until Amiga Inc. finally acts to reinvigorate the market. We must all keep faith for the Amiga, because it truly depends on us all.

Fletcher Haug  
Associate/ Contributing Editor

#### **Please Note:**

*Individuals with alternative points of view are encouraged to provide their response in writing to: Feedback, Amazing Computing/Amiga, P.O. Box 9490, Fall River, MA 02720.*



# On Reflection

## On Reflection: Creating the effect of text at sea

*by Nick Cook*

My dictionary defines "reflection" as "an image given back by a reflecting surface." Making realistic reflections are a regular part of the 3D modeling world. Here's a technique to duplicate a reflection in the 2D world of print. The example was created in DrawStudio.

**STEP ONE:** Type in your text (Figure 1 top). Duplicate it with the Edit>Clone menu item or right-Amiga T keystroke. This copy serves as the text's reflected image.

**STEP TWO:** Time to do a bit of work on the reflection text object. Click on the Pointer tool then on the reflection text object if it isn't already active. Grab one of the boundary boxes and

smush (to use a technical term) the object to squeeze it about two thirds as tall as the original text.

**STEP THREE:** Convert the reflection text object into Bezier with the Object menu item. If you don't do this, Step Eight turns out very weird.

**STEP FOUR:** Flip the reflection text vertically (Figure 1, second from top) with the command in the Effects menu, or Right-Amiga >. Now we need to create two additional versions of the text fill color. One will be "invisible," which simply means that the Opacity is set to zero. The second will be translucent, which has an Opacity of fifty percent. DrawStudio includes

default translucent colors, but you will have to create the invisible one, object.

**STEP FIVE:** Go to the Object Attributes panel. The Fill Colour should be in the string gadget. Click on the Edit button. When the Colour List appears, highlight the fill color (White in our example) then click New. An entry, called "New White," will appear. Click on Edit. We only need to make one change in the Edit Colour panel. Drag the Opacity slider to zero. Rename this color as "Invisible White." Click OK twice to get back to the Object Attributes panel. This is the same method to create a translucent color as well,



except set the Opacity slider to fifty percent.

Next up is a three-step gradient. The invisible colors will bracket the translucent color, giving the effect of the text color fading out from and back into the water.

**STEP SIX:** Click on the Pointer tool then on the reflection text object. Select Object>Attributes with the menu item or the left Amiga L keyboard shortcut. Click on the Gradient button in the Fill Colour section, then on the Edit button. When the Gradient List appears, click on New. A new gradient is created based on the previously selected gradient. Click on Edit to get to the Edit Gradient requester.

**STEP SEVEN:** Enter "Water Reflection" in the Gradient Name field. Set the Type gadget to Linear. Use the Colour List, Add and Delete buttons to end up with a trio of colors: your Invisible character color, your Translucent character color, and your Invisible character color again. The Speed gadget sets the transition rate between colors in the spread. Select Constant. Finally, use the arrow icon or Angle gadget to set the gradient angle straight down at 178 degrees. Click OK on the three requesters to apply the colors to reflection text object (Figure 1, second from the bottom).

**STEP EIGHT:** Unless the water in your photo is "as smooth as glass," you should ripple the reflection to reinforce the illusion. Make the reflection text object active, then select Warp from the Effects menu. The Wave Horizontal effect at a negative 31 degrees was used in the example (Figure 1, bottom).

**STEP NINE:** Place the original text object on your water photo. Put the reflection text under the original text.

You may vary this effect by changing the ripple effect, or by increasing the translucent color to sixty or seventy percent opacity.

•AC•

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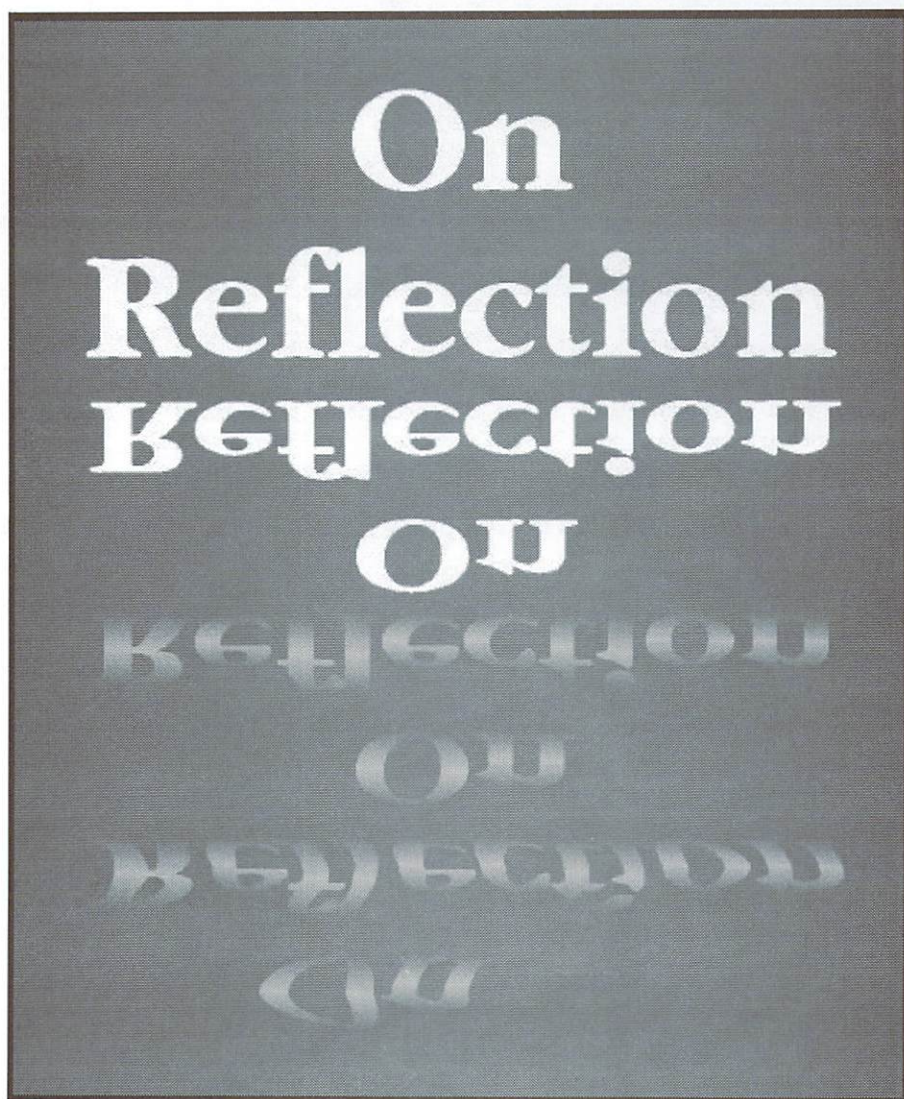


Figure 1: Reflections by the steps.





## Aladdin 4D: Cutting Torch Animation Project Tutorial Part 5: Modeling a Gaseous Torch

**Gases are much more than just a physical state,  
they are a necessary part of almost any realistic art project.**

*by Dave Matthews*

Last time, we finished up the surfacing of the torch head, now it's time to turn to the business end; namely, the actual torch itself. There are various ways we could model this, but I'm going to use Aladdin's powerful gases to accomplish this.

A gas in Aladdin 4D can be thought of as a virtual container, filled with the gas. The gas can be of varied color and density, from a full solid, to spherical, top to bottom, front to back, etc. The gas can also have turbulence, which itself can

be varied in color and strength. Moreover, all these features can be animated.

To get the proper look, we need to use two gases: a very strong inner gas for the core, and a more diffuse, turbulent gas for the outer glow of the torch. See Figure 2 for the Gas edit requester. Notice that the attenuation is Top-to-Bottom. This mimics the action of a torch nicely.

Also notice the Density in the Strength Tab. Top and Frt are selected. This means that the torch will use

textures on the front and top surfaces of the container to modify its look. Notice also the color is set to Lft. In this situation, it is convenient, though not necessary, to set the color to a different face of the container than the textures are on. This can be used to make very colorful effects by coloring different faces of the gas differently.

Also note the strength of this gas, as the inner core gas is very strong. You can't see the Turbulence, but it is very low or off for the inner gas. The outer gas



In Aladdin 4D, a gas can be of varied color and density as well as have turbulence, which also can be varied in color and strength. Moreover, all these features can be animated.

will have less strength (about 1/4 of the inner gas), some turbulence if you like, but the same color, density and attenuation settings.

After creating the gases, position and size them (the gas objects show as cubes in the editor windows, and can be handled almost like a polygon cube), overlapping the bottom of the torch head slightly. The gases can be stretched out as long as you need, but should be slightly smaller in diameter than the torch head. See Figure 3.

Next, select each gas, phong shade them, and give them color and transparency using the attribute requester. The

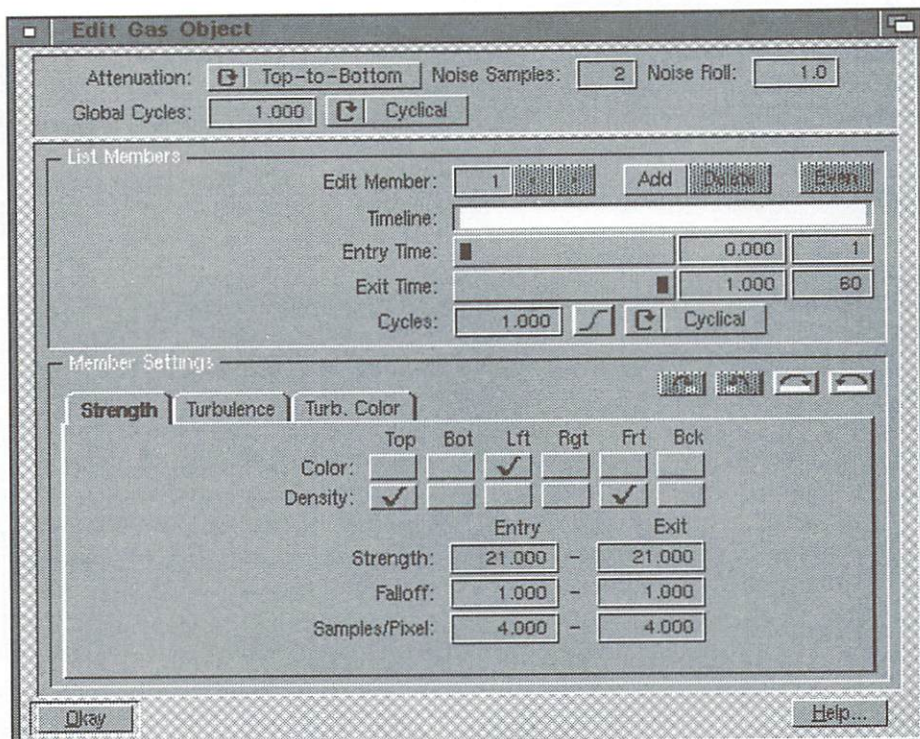


Figure 2: The Gas Setting Requester

transparency value should be set to 1. The outer gas should have stronger color than the inner gas. The inner gas should be rather a washed out shade of the outer gas.

Finally, we need to shape the gases to our needs. The shape of the torch is roughly cylindrical, which is not one of the options for Gases. Therefore, we

Figure 1 (Left):  
The Burning Torch

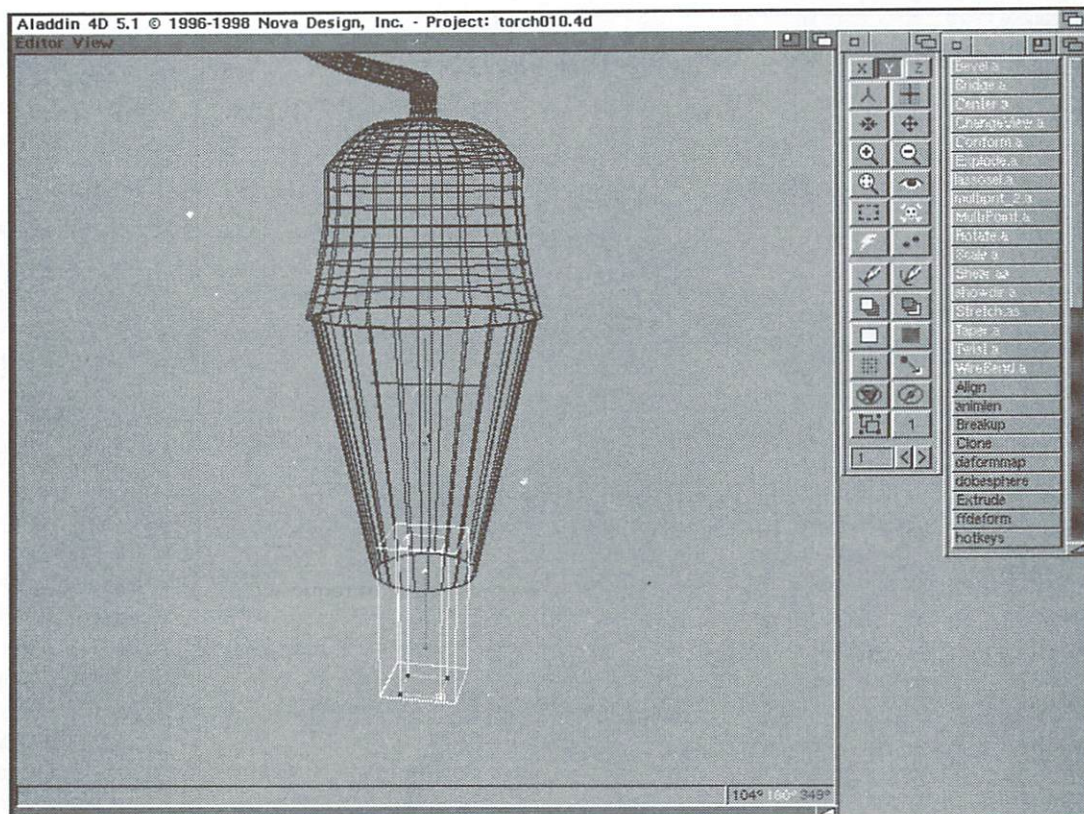


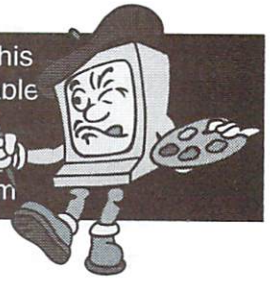
Figure 3 (Right):  
The Gas Torch in  
Position



need to do a little lathing on the gas. To do this with gases, we use textures. Texturing the face of a gas object acts like an alpha channel; white areas will intensify the gas, while dark areas attenuate it.

Our first texture is simple, a bitmap of a white circle on a black square. Any paint or graphics program should be suitable to make this image. The black will cut away the gas, leaving only the inner circle. Since the gas is set

The pictures in this article are available in full-color on our web site at [www.pimpub.com](http://www.pimpub.com)



to take its density from the top, and attenuation is top-to-bottom, the resulting gas will be shaped like a cylinder.

First we must select only the top faces of the two gases. Use the CTRL key and select the top face. Note that you may have to hide the other faces until you can select the top face. Once selected, call up the Textures requester, and create a new Texture, calling it GasTop. For Resource Type, choose bitmap, for texture method, color, for Projection, use Planar in the Z-Axis. In the settings menu, make sure Strength is at 100%. Color doesn't matter in this case. Click on Okay. Now select the top face of the other gas, and choose GasTop for a Texture. See Figure 4.

This process can be repeated to further sculpt the gas. I created a gray scale vertical gradient with white on top and black on the bottom, and textured the front face of the gas to further attenuate the torch. This may be overkill, as the top-to-bottom attenuation can be modified to achieve this. However, I wanted to emphasize that multiple textures can be used. See Figure 5.

See Figure 1 for the end results. Next time, we will add further details, like lens flares, and also sparks, using Aladdin's spectacular particle system- Fountains. See you then.

[dsmatthews@geocities.com](mailto:dsmatthews@geocities.com)

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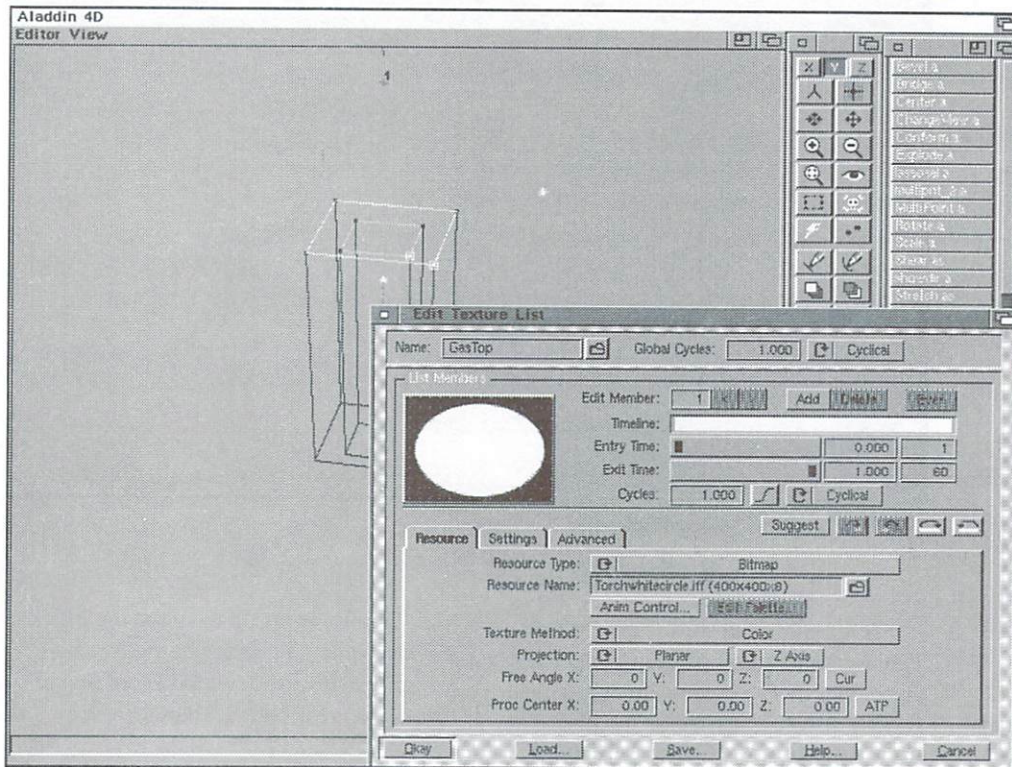


Figure 4: The Top Gas Texture

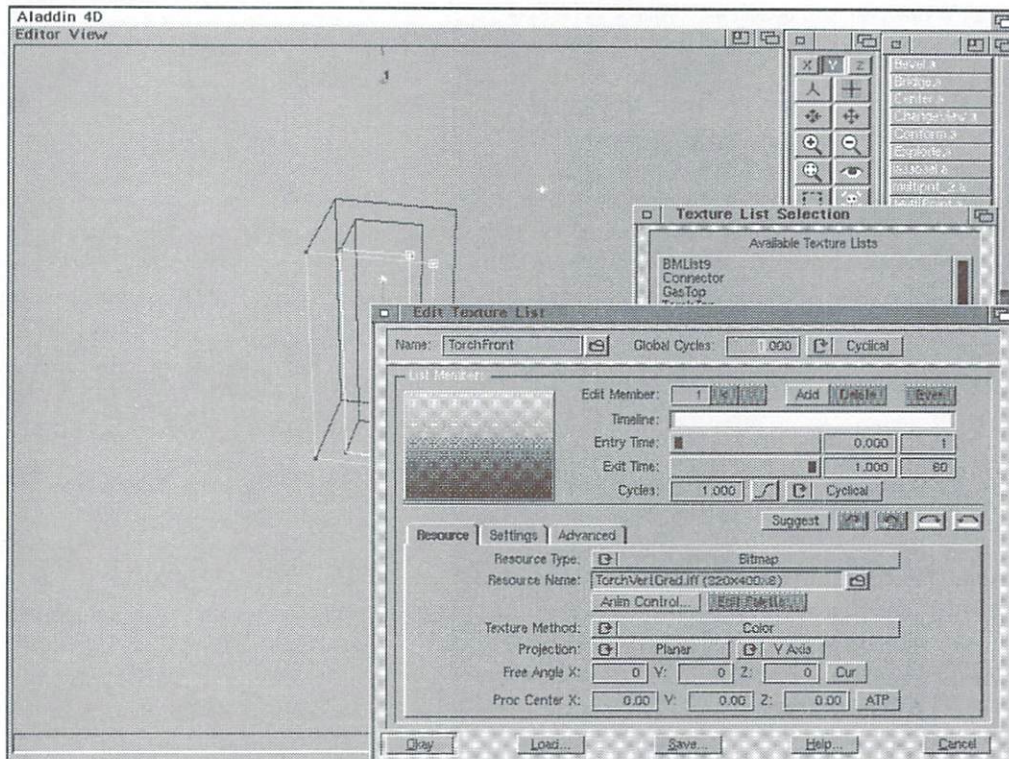


Figure 5: The Front Gas Texture



# Micronik External Scan Doubler

The recent arrival of several different makes and models of scandoublers has opened up a whole new world of display options to the average Amiga user.

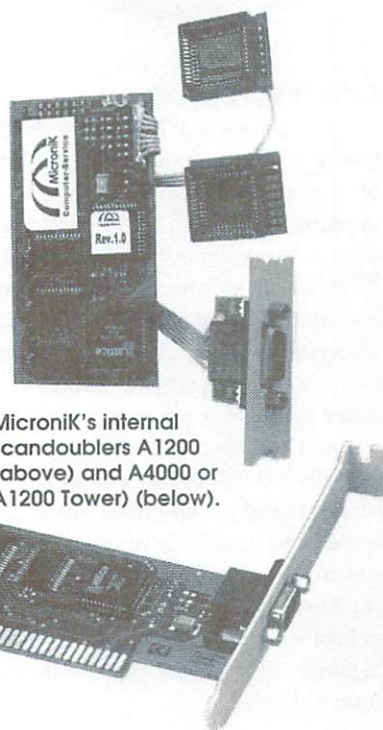
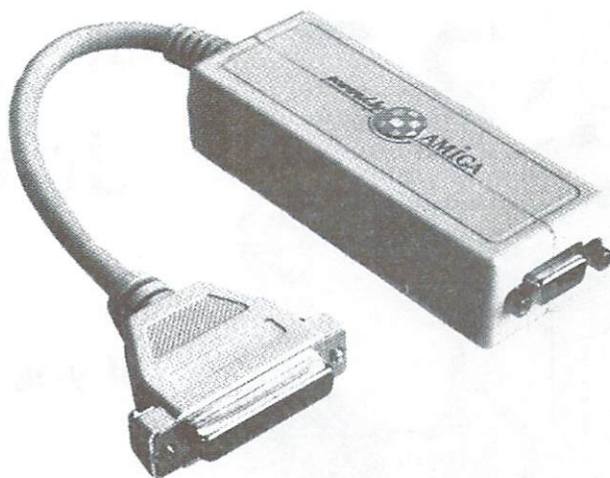
by Jake Frederick

For years the lack of low cost, high quality Amiga monitors has forced many users to settle for claustrophobic resolutions and sore eyes. Although RGB to VGA converters have always been on the market, none of these have provided a complete solution. The problem lies in the fact that many of the Amiga's widely used screen modes, including all standard PAL and NTSC resolutions, do not have a high enough scan rate to be displayed on most VGA and SVGA monitors. In the past upgrading to VGA usually meant that most older games and some less system friendly applications would be displayed as an unrecognizable, jumbled mess. The recent arrival of several different makes and models of scandoublers has opened up a whole new world of display options to the average Amiga user.

Under any other circumstances it would seem ridiculous to ship a piece of hardware without any sort of documentation. However, the simplicity of Micronik's external scandoubler makes it virtually impossible to go wrong as installation requires nothing more than plugging your new monitor into the four inch device that connects to the Amiga's RGB port. The developers have thoughtfully attached the small plastic box containing the hardware to a short cable to ensure it does not obstruct any other ports. Internal scandoublers are available as well, but unless you really need to save \$20 I see no reason to choose one of these over the external model as they are decidedly more difficult to install and can bypass hardware hitting programs such as MCP.

Once installed, the scandoubler will run transparently, your new monitor being the only indication that it's there at all. The difference is tremendous, especially if you are used to an old Commodore 1084 as I was. My first course of action was to replace all of my epilepsy-inducing 640x400 screens with 640x480 productivity modes that use a little bit more chip RAM and CPU time to redraw, but provide a flicker free display that allows an extra 80 pixels to work with. A few of the more expensive scandoublers come with flicker fixing but in most situations it's possible to avoid using interlaced modes, making it unnecessary to spend the extra money.

The least appealing aspect of Micronik's scandoubler is the cost. Despite being priced very competitively against its rivals the price of the unit is certainly not cheap, especially considering the fact that you still have to buy the monitor. However, VGA monitors are significantly less expensive than anything Amiga specific and can be purchased at any local computer store. The rewards are certainly worth the money since buying a scandoubler not only introduces an array of new screen modes but at the same time enhances the look and feel of your entire system. If you are looking to give your eyes the break that they deserve and lack the funding for a graphics card, purchasing a scandoubler is the only way to go.



Micronik's internal scandoublers A1200 (above) and A4000 or A1200 Tower (below).

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# An Amiga Port of Kaffe: Java for the Amiga at Last?

If you have wanted to learn Java, now you can, on the Amiga.

by Dave Matthews

## A Little History Lesson

If you have spent much time on the Internet, you have no doubt had at least some exposure to Java. Java is a programming language/platform invented by Sun Microsystems. Originally released in 1995, Java was intended to overcome the shortcomings of C/C++. One of Sun Microsystems' many projects in the early '90s was a research effort to make smarter appliances, toasters and the like, that could communicate with each other. Originally to be developed using C++, the team found the language overly complex and unreliable for their purposes, and so Java (originally named Oak) was born. It is interesting to note that Java isn't an Acronym; it was named that simply because the creators thought it sounded cool.

Java actually wasn't terribly successful at first, possibly because no one really wanted smart toasters. It was not until Marc Andreessen developed the first visual World Wide Web browser, which later became Netscape Navigator, that Java found its niche.

Modern web browsers can run Java programs called applets. These applets are (usually) small Java programs specially written to run only in a web browser. When you visit a web page with a Java applet, the program is sent to your computer, where the web browser runs it, assuming your browser supports Java of course. Applets have been used for many purposes, from news or stock tickers, to animated eye candy.

## What Java Is

Java is both a programming language and a platform. As a programming language, Java is intended to be simple, small, security conscious, object oriented, interpreted or dynamically optimized, byte coded, architecture-neutral, garbage collected, and multithreaded.

If you have downloaded the 20 MB or so of Sun's new JDK 1.2, you might find it hard to credit Java as small, but this description comes from the fact that while Java is modeled after C++, it is smaller and simpler due to some of the more esoteric and complex, hard to use elements of C++ (Pointers and memory management etc.) being left out. These kinds of elements of C++ contribute to both its difficulty to learn and use, and the unreliability of programs written in

```
AmigaShell
10.Shiva:JAVA/Codez> list
lib
javac.properties      11791  ---rw-d  14-Nov-98 01:01:13
FunTest.class         848    ---rw-d  24-Nov-97 18:24:24
MyWin.class           3507    ---rw-d  14-Nov-98 02:05:40
WindowTest.class      665     ---rw-d  14-Nov-98 02:09:51
ThreadLister.class    1994    ---rw-d  14-Nov-98 02:21:53
ClippingTest.java     3141    ---rw-d  24-Sep-97 07:42:14
FunTest.java          462     ---rw-d  28-Jan-98 22:50:02
HelloWorld.java       177     ---rw-d  15-Jan-98 08:35:44
ThreadLister.java     1577    ---rw-d  23-Apr-97 11:06:06
WindowTest.java       3156    ---rw-d  16-Mar-98 05:27:12
10 files - 1 directory - 71 blocks used
10.Shiva:JAVA/Codez> javac HelloWorld.java
10.Shiva:JAVA/Codez> java HelloWorld
Hello world!
10.Shiva:JAVA/Codez>
```

Figure 1: "java HelloWorld" in progress.



C++. James Gosling, the author of Java, wanted a language that was more robust, and at the same time, a language that made it easier to write good code.

Java is also Object Oriented. To tragically over-simplify, an object oriented language organizes its bits and bobs in self contained sections called objects. These objects can interact with other objects, and an object can be used as a building block to create other objects. There is a lot more to Object Oriented programming than this, of course.

If you have ever programmed the C64 using its built in BASIC language, you will have encountered both an Interpreted language, and one that uses Garbage collection. When you create a program in C++, for instance, you use a compiler and linker, which converts the source code into an executable program which you can run on your computer. When you run an interpreted program, however, it is not compiled ahead of

time. Rather, it is converted to executable code on-the-fly. This is a slower process, and it is why interpreted programs run slower than compiled ones. Java is actually a step between an interpreted language like BASIC and a compiled language like C++. You compile the Java source code into Byte code, which is then run. This method was chosen to ensure Java would be portable between many platforms.

Java features garbage collection. What this means to programmers is none of the memory allocation/de-allocation headaches that plague C++. Java takes care of allocating memory for you. This isn't completely free, however, as garbage collection means the Java environment itself is bigger and more complex, and thus harder to move Java to new platforms. It also adds more overhead, which makes a Java program a little slower.

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Java is multithreaded, which means different processes can execute 'at the same time' using multiple threads.

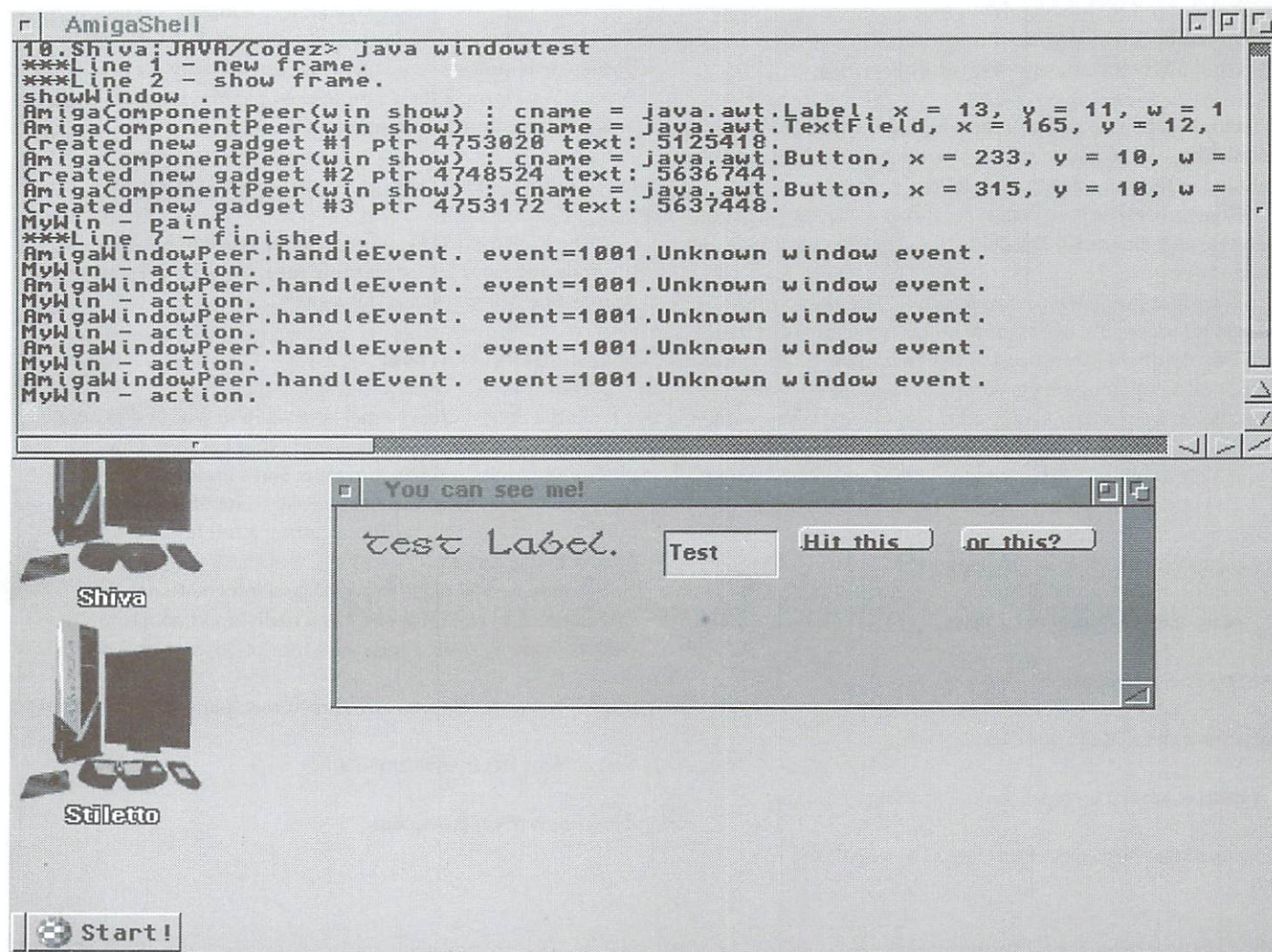


Figure 2: James Dempsey's Windowing Tool Kit



## Java and the Amiga

Unfortunately, Java has never made it to the Amiga platform. Various attempts to bring Java to the Amiga have been undertaken, but none have succeeded as of yet. But, do not despair! Thanks to the efforts of Kaffe, some dedicated Amiga people, you can get most of the Java experience on your Amiga.

### Kaffe: Java for Everyone

Kaffe is a complete, PersonalJava 1.1 compliant Java environment. As an independent implementation, it was written from scratch and is free from all third party royalties and license restrictions. Kaffe is available under the Open Source Initiative and comes with complete source code, distributed under the GNU Public License (GPL).

What this means is that you can download the Kaffe source, and, with enough dedication and hard work, you could compile a version of Java for your Amiga. If you want to check this out, the URL is <http://www.kaffe.org>.

However, thanks to the efforts of Pootle and Politikill, you can download a 'ready to roll' version, compiled for an '030 w/ FPU. The URL for this site is <http://members.tripod.com/~Politikill/>

You'll need to download two files:

<http://members.tripod.com/~Politikill/java.lha>  
<http://members.tripod.com/~Politikill/java2.lha>

Unpack the two archives, and follow the directions to install. This can be a little tricky, but, once all the files are installed in the right directories, it does work.

Remember that Java is case sensitive. Hello World is not the same as helloworld. This takes some getting used to for us Amiga users.

Note that this is not a complete Java package for the Amiga. It lacks many of the more advanced features of Sun's Java Development Kit, especially the Windowing and graphics stuff. It also will not give the Amiga a Java capable web browser. So from a user standpoint, you may be disappointed.

From a programmer's standpoint, however, this is exciting. If you have wanted to learn Java, now you can, on the Amiga.

To get you started, the famous Hello World program, which as all right-thinking people know, should be the very first program you write in any language:

```
/* Very basic test of java. */

/* import java.io.*; */

public class HelloWorld {

    public static void main(String[] args)
    {
        System.out.println("Hello world!");
    }

}
```

Assuming you installed the package correctly, you should save the above program as HelloWorld.java. I have a directory called Codez in the main Java: directory, where I save all my Java programs. To create the byte code, cd to the directory where you saved the HelloWorld.java, and type:

```
javac HelloWorld.java
```

If all goes well, your machine will grind away for awhile, then create a file called HelloWorld.class. To run this file, type:

```
java HelloWorld.
```

See Figure 1 for the results of this. If you get an error, check to make sure you used the correct capitalization. If that doesn't help, check your installation again. Make sure you have the Ixemul and Ixnet libraries in your LIBS: directory, and make sure you have modified your Shell-startup file as instructed.

Also, make sure you have your stack set to 64000. Make sure you have unpacked the Java2.lha file, and put the CLASSPATH file in ENV: and ENVARC:. You also need to edit this file to correspond to your Java location.

You might also want to try James Dempsey's Windowing Tool Kit. Although, in a fairly early stage of development, it does give at least some windowing functionality for Java on the Amiga. See Figure 2 for a simple example of what this can do. You can find more information on this at:

<http://www.spirit.net.au/~jamesd/AWT-Beta/index.html>

The World Wide Web is a treasure trove of information, tutorials and samples for learning Java. You should start at the source, Sun Microsystems' Java site:

<http://java.sun.com/>

At the Sun Microsystems' Java site you will find general information, tutorials, samples, and other goodies. One potentially exciting development is Sun's announcement of their new Java Source Licensing policy. Hopefully, this new, more open policy will facilitate getting a full Java package ported to the Amiga.

Another good place to go for Java information is the Developer.com site. This site has a really good Java tutorial, as well as example source code, and tons of other stuff. The URL:

<http://www.developer.com/directories/pages/dir.java.html>

You can contact me via email at:

[dsmatthews@geocities.com](mailto:dsmatthews@geocities.com)



# Amiga Displays:

## The Quick and No Nonsense Guide to Amiga Monitors

by Bohdan Lechnowsky

As the former owner of an Amiga store, one of the big questions I was always trying to answer for users was what kind of monitor they could use that didn't cost a fortune. Before starting in on some options, let me explain some of the different terminology.



**Standard TV** uses a scanning rate of around 15,700 cycles per second (15.7 kHz). The Amiga's default screenmode is set to output at this same rate, making TVs and video monitors compatible right out of the box. **Amiga multisync** monitors can adjust their horizontal scanning rate down to this level, which is what makes them so attractive to Amiga owners. **VGA** monitors scan at a rate of roughly double a standard TV, 31 kHz. **Super VGA** monitors are much like the Amiga multisync monitors, with the exception that they normally are only able to slow down to the VGA scanning rate. **Amiga multisync and SVGA** monitors can also speed up to much higher rates to allow higher resolution screens to be displayed.

Below is a rough estimate of the minimum and maximum non-interlaced (flicker-free) resolutions of various types of monitors:

TV (NTSC): 160x200 - 1450x200  
 VGA: 640x480 only  
 Amiga Multisync: 160x200 -  
                                   up to 1024 x 768  
 SVGA: 640x480 - up to 1600x1200

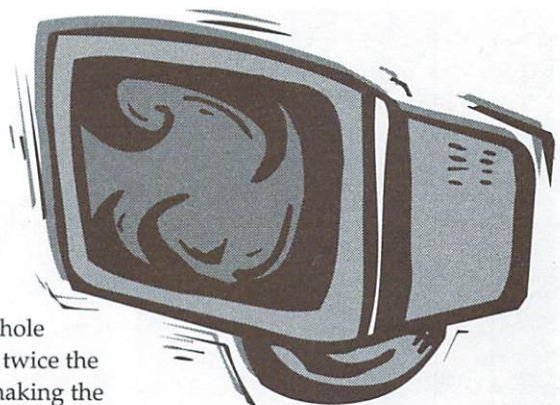
Next, it is important to know the difference between a scan doubler and a flicker fixer. A **scan doubler** works by intercepting a line of NTSC data and sending it out at twice the frequency. This still results in flicker, but the signal is compatible with a VGA monitor. A

**flicker fixer** actually buffers a whole video screen and sends it out at twice the speed, eliminating flicker and making the signal compatible with the VGA standard.

Here's some monitor options for Amiga owners. For **A500 and A2000** owners without a flicker fixer or graphics card, a good option is to stick to the good old 1080 or 1084, or a TV. An old Commodore 64 monitor also works well. The 1084 series of monitors has one of the most solid video displays around and is still sought out by many videographers. **A3000, graphics card and flicker fixer** owners can use any of the inexpensive **VGA / SVGA** monitors on the market. **A1200** owners are completely different story. The **AGA** graphics chipset is perfectly suited for running a wide range of monitors including SVGA, but much of the existing software and the default Amiga screenmodes dictate the monitor be capable of scanning at 15 kHz. This is also true of graphics cards that don't have a built-in scan doubler or flicker fixer. This is acceptable if all you do is run Workbench and other productivity software which allows the user to select the screenmode (most modern software such as FinalWriter, PageStream, ImageFX, etc.). However, if you want to run a game or older piece of software that doesn't allow screenmode selection, you are out of luck.



As an example, I use my A4000 with a standard VGA monitor mainly for Web browsing, reading and writing Email, and ARexx and Blitz Basic programming. It works excellently for these purposes. However, when I use Scala, I prefer to use the TV and an A520 composite adapter to output my presentations to video tape.



Fortunately, today we have another option in a program called **ModePro** (found on Aminet at: util/cdity/modepro.lha). There are other Mode Promotion utilities on Aminet, but I find ModePro to suit my needs. I make extensive use of ModePro's screenmode promotion features which allow the user to input the name of a program and the screenmode to promote that program upon startup. Setup is pretty simple; just put ModePro in your WBStartup drawer and setup the programs and screenmode selections with the included option-setting software. This allows me to use older software, such as early versions of AdPro, without having to switch monitors.

Sounds great, but what happens if you want to run "Shadow of the Beast" for example, which only boots from floppy? In this case, ModePro won't work because ModePro doesn't get started if you are using an auto-booting disk. Problems also occur if the icon that represents the program isn't actually the program itself. This is the case with "Pinball Fantasies." The "Pinball Fantasies" icon is actually the password protection program which must be finished before the actual program loading begins.

ModePro also has a feature that allows the user to promote any screen that tries to open in a particular scan rate to a screen of the user's choosing. There are options to change your default screenmode (the default screenmode is the screenmode used for the early startup and guru screens).

I hope this gives you an overview of some options available depending upon which Amiga you own and what you do with it.

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## December's Treasure, Cologne Computer '98 & More!



### VOLUME 13, # 12: DECEMBER 1998

**New Products & other Neat Stuff**, Free tape from Nova, Genesis Flyer, Amiga 99, The Holy Trinity, AmigaWrite1.1, Two new German mags, and more.

**A Letter from Amiga Inc.**, Jeff Schindler on Dreams and Reality.

**Wildfire Animation Sequencer Version 7 Preview**, The new upgrade for Wildfire is a major upgrade offering a new, streamline interface with tabs to access all of Wildfire's features, Review by Dave Matthews.

**Urban Constructs**, Indulge yourself by creating the world the way you would want it to be, by R. Shamms Mortier

**Three Ways to Emphasize Photographs**, Frames do more than just surround a painting or photograph, they set the stage and prepare the audience for the presentation. Why not do the same for your next masterpiece of desktop publishing?, by Nick Cook.

**The Perfect Mix...**, Applying audio mixing basics to a range of situations on the Amiga, by Roger Angus.  
**On Line**, We will end the year with a bit of JavaScript that shows you how to display different Web pages depending on the time of day, by Rob Hays

**This Old Workbench, Episode 24**, A hodgepodge of items, one intended to pretty up the workbench and some font cross compatibility goodies for the Amiga with True Type and Postscript fonts, by Dave Matthews.

**The Future of Amiga Gaming**, The Amiga has some great games ahead, but, if you plan to play them, you may need to *game up* your current Amiga to the new higher standards, by Jake Frederick.

**REBOL Uprising: Carl Sassenrath's New Programming Language**, REBOL is intended to be a language that mere mortals can learn and use, and to that end, REBOL has a simple and straightforward approach, Review by Dave Matthews.

**The Unix Shell Game**, There is a world of versatility in the Unix language, as long as you know what to ask and how to ask it, by Antonello De Santis.

**Cologne Computer98**, Some of the latest releases from the World's largest Amiga event.

**Amiga & QNX**, The announcement we have all been waiting for left the Amiga marketplace in a quandry.

**Dr. Allan Havemose, Vice President of Engineering at Amiga Inc on Amiga OS5**, Dr. Havemose takes the time to outline the OS5, the importance of QNX's contribution, and the status of the Amiga Classic's OS3.5.

## MAE, Internet Bargains, etc. in November!



### VOLUME 13, #11: NOVEMBER 1998

**New Products & other neat stuff**, Amiga 4000s to be built in Germany, REBOL now available for download, a new Amiga dealer, and more!

**Amiga OS3.5**, Amiga Inc.'s MAE announcement.

**From the One, Many**, Create a series of 3D creatures heads from one basic model with LightWave 3D, by R. Shamms Mortier.

**SPEED IT UP!**, Add zip to your clip art. Rev up your images with tricks from ImageFX, by Nick Cook.

**Aladdin 4D Cutting Torch Animation Project, Part 4**: It's time to add grit to our model and create a look of wear and tear, by Dave Matthews.

**On Line**, JavaScript can deliver a history of activity and Miami has been updated to version 3.0d to fix some user lock up problems, by Rob Hays.

**This Old Workbench: Episode 23: Corrections and Refinements**, This is a short detour to correct a few sharp turns and return us to our goal - the perfect workbench, by Dave Matthews.

**Unix on the Amiga**, Part 6: System administration: privileges and security, managing hard drive space and more, by Antonello De Santis.

**PC Ports**, The Amiga gaming scene has improved with an array of games whose coding has been ported to the Amiga, by Jake Frederick.

**Midwest Amiga Expo**, This Amicon event has expanded consistently and surprisingly over the past two years. See who was there!

**Amiga Audio**, Looking beyond recording on the Amiga to microphone placement, mixing techniques, and how to take a Soundcraft desk apart and put it back together, by Roger Angus.

**Internet Bargains**, We asked a group of retailers and mail order advertisers to show us their best deal to connect your Amiga to the Internet. See what they offered in their own words!

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# Feel Lost? Did You Miss The October Issue?



## VOLUME 13, Number 10: October, 1998

**New Products & other neat stuff**, Compuquick has a new A1200 special, don't miss AmigaFest 98 in Australia, Genesis Alpha, New Boing Mat, Siamese price cuts, A4000 shortage continues, two European Amiga mags halt production, and more!

**Translate AVIs to Anims**, AVI, QuickTime and more are not just alternative platform formats, they are also great resources. MainActor from Main Concepts offers Amiga artists an acceptable route to produce and build projects with Amigas, PCs and, eventually, Macs, by R. Shamms Mortier.

**Aladdin4D: Cutting Torch Animation Project**, Part 3: Surfacing the torch head by Dave Matthews.

**LightROM#6 from Graphic Detail Inc.**, This four CD-ROM collection will

please LightWave users on all platforms, by R. Shamms Mortier.

**Etched in Stone**, How to create an engraved effect with type, by Nick Cook.

**This Old Workbench: Episode 22 Go for Launch**, Your Amiga can cut through the jargon and launch your programs through a number of different methods. This month we will study Stefan Becker's ToolManager, by Dave Matthews.

**On Line**, New JavaScript tricks, and update information, by Rob Hays.

**Unix on the Amiga**, Part 5: NetBSD System Administration, by Antonello De Santis.

**Amiga Atlanta Inc. and the IRS**, The trials and errors of creating a non-profit Amiga user group, by Lamar Morgan.

**The State of Amiga Sound**, The support of Amiga users for the current products and those in production is essential to allow the Amiga to recapture its position, special report by Roger Angus.

**Pyromania**, Pyromania effects add hot looks to your images, by R. Shamms Mortier.

**Wingnuts**, Is it a great challenge or another name for frustration on the air?, by Jake Frederick.

# AmiWest 98, Graphic How-Tos, and much much more!



## VOLUME 13, Number 9: September, 1998

**New Products & other neat stuff**, A4000 Tower Shortage, National's PCMCIA solution, Randomize's Amiga-PC network, & AmigaZone is sale priced!

**ZAP! You're Cartoonized!**, A hideous name for an interesting effect, by Nick Cook.

**Cloud Castles**, Data manipulation with Amiga software to create artistic representations and flights of fantasy for pure art and more, by R. Shamms Mortier.

**Back to School with AMIGA**, The Wheat Ridge Middle School of Denver uses the Amiga for art and more, Special report by R. Joe Obrin.

**Aladdin4D: Cutting Torch Animation Project**, Part 2: Modeling the torch

head, by Dave Matthews.

**This Old Workbench: Episode 21 Building the Perfect Workbench Part 4**, Staying up to date on the latest versions can be tricky without VersionWB, best icons, improving the GUI and more, by Dave Matthews.

**On Line**, JavaScript: updating a previous script and learning lots of new tricks on the way, by Rob Hays.

**Unix on the Amiga Part 4**, Part 4: Understanding the different Unix commands and its unique file system, by Antonello De Santis.

**DPaint Cut-Paper Portraits**, Use commands in DPaint to create your own caricatures for DTP and web use, by R. Shamms Mortier.

**AmiWest '98**, AmiWest, three days of seminars, speeches, prizes & more!

**Hardware Project: Alternative Joy on the Amiga**, Replace that old joystick with one of these new controllers, by George M. McDonald.

**Genetic Species**, In the world of complex 3D engines, getting a great game to market takes more than just faster graphics - and Genetic Species delivers that and more!, by Jake Frederick.

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## Recent History! Did You Miss The August Issue?



### VOLUME 13, Number 8: August, 1998

**New Products & other neat stuff,** Cloanto has given Personal Paint 6.4 freely to the Amiga community, Amiga International has a new poster, a new Amiga Developer CD and more!

**Moving Textures 200,** A new CD for computer graphics artists, animators, videographers, and more who want to add realism to their work, by R. S. Mortier.

**Tiling F/x,** There are always means to make it sharper, clearer, and deliver your message on more than one level, by R. Shamms Mortier.

**BitMap Editor (BME) How-to,** Hidden within PageStream is a winning utility for translating bitmap graphics into infinitely "repurposable" vector graphics, by R. Shamms Mortier.

**On Line,** An updated program for web page authoring, and who is looking at our web pages with JavaScript, by Rob Hays.

**This Old Workbench: Episode 20 Building the Perfect Workbench Part 3,** it is time to start the long and winding road toward customized Nirvana, by Dave Matthews.

**Linux/Amiga: Adding a Hard Drive to Your Linux System,** Always err on the side of caution, by Nick Cook.

**Unix on the Amiga Part 3, Part 3:** Software to make your Unix-based Amiga more efficient and productive by Antonello De Santis.

**International Amiga '98 Exhibitors,** A list of who was there and what they did!

**The Greatest Show in Canada,** A behind-the-scenes look from a vendor's unique perspective by an author who wished to remain unknown.

**Heavy Metal - Creating Metallic Type,** DTP tricks and tips "Amigaized", with DrawStudio, PageStream 3.2, and ImageFX by Nick Cook.

"I don't get a single technical journal that covers as much important information as your February issue did, even in magazines 10 times as thick. There was news in there that had not been made stale by the plethora of news on the Web."

Steve Shireman

## July has Amiga in London and a whole lot extra!



### Volume 13 Number 7 July, 1998

**New Products & other neat stuff,** Air Mail Pro v3.0, World News v1.0, PanCanvas: Motion Control for ImageFX, and more!

**That Lived-in Look,** Often, computer generated art just looks too clean!

**LightWave 5** offers almost an infinite variety of ways to "dirt-up" your detailed computer generated imagery, by R. Shamms Mortier.

**Aladdin 4D: Cutting Torch Animation Project, Step 1:** Creating an animation first requires a detailed knowledge of what the animation will do, what it will need, and how it will be used, by Dave Matthews.

**Applying Textures to Fonts and Clip Art,** Using textures to create just the look you want in your documents and art, by Nick Cook.

**On Line,** Catch the news on the latest versions of World News for newsgroup reading and Air Mail Pro for e-mail, by Rob Hays.

**This Old Workbench: Episode 19 Building the Perfect Workbench Part 2,** Real world perfection differs from user to user. Here are a few ideas on how you can maximize your Amiga to provide the perfection you want, by Dave Matthews.

**Linux/Amiga: Do You Have an Account with Us?** Part One: Learning the Linux hierarchy, key phrases, and setting up your accounts.

**Unix on the Amiga Part 2,** Installing the software, by Antonello De Santis.

**Amiga Inc.'s Announcements,** Amiga Inc. has an approved plan: Amiga Bridge, 4.0, ConvergenceWare, Amiga OS 5.0, and more!

**World of Amiga LONDON 98,** The latest news and releases from the world's second largest Amiga show. Allan Havemose, Dr. Allan Havemose, Head of Development for Amiga Inc., is Amiga's next generation?

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The following letter was discovered on Amiga Inc.'s web site in January 1999

## An Open Letter to the Amiga Community - December 1998

Amiga has always had certain strengths that have never been matched by any other operating system. It's small, efficient, and multimedia-centric. As Allan Havemose as often said, "We just did it right." Even today the Amiga can outperform and outrun today's dominant operating system.

There has been a great deal of excitement and concern over the last few weeks about the future for the Amiga. With the recent announcement in Germany of our OS partner QNX and the demonstration of what this package can do, we began speeding forward to the future.

When Amiga Inc. was formed our goal was to determine the best road for Amiga to take. We wanted to:

- Continue the current development path and create another version of the operating system.
- Build a new team from scratch and re-write the OS with the new features necessary to be competitive.
- Locate an operating system with the same ideals and spirit that the Amiga has.

We joined in a partnership with QNX to create the NG Amiga. But that didn't mean that we intended to forget about the classic system users and the faithful Amiga community. We're going to continue working on getting 3.5 out the door, but we also need to get started working on the new operating system.

We are committed to a long and exciting future for the Amiga, and the community that has kept this magnificent architecture alive.

Amiga 3.5 is a work in progress; it has NOT been abandoned. We learned over the last several weeks, that what we believed we were getting from our partners in the project was not always what they understood they were to deliver. So we are going back to each and every partner in the 3.5 project to make sure that what they are working on is what our customers require. It is critical that we deliver what we promised—a complete package.

Some of you have been concerned about the future of Amiga and our commitment to our developers and the community. Please know that your questions and e-mails have not been ignored. We are working very hard to complete the final phases of 3.5 and get the developer programs and final specifications worked out with our partner QNX. We want to deliver the most robust and exciting operating system ever. We will do it.

Thanks for your patience and support. The Amiga is on the right path, and we look forward to delivering both 3.5 and the NG Amiga soon.

Keep the faith. We're close.

Jeff Schindler  
General Manager  
Amiga Inc.

You may respond directly to Mr. Schindler by email: [schindler@amiga.com](mailto:schindler@amiga.com) or by mail at Amiga Inc., 600 N. Derby Lane, P.O. Box 1842, N. Sioux City, SD 57049. Tel: 605-232-6442, FAX: 605-232-1002

# See For Yourself!

Witness this  
important Amiga  
events first hand.



## QNX Announcement! November 13, 1998

If you were not able to attend this historic event, this tape gives you a close-up view of what you missed. If you were there, this tape is your opportunity to view Dr. Alan Havemose and Dan Dodge over and over to better understand their detailed demonstrations and information.

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# This Old Workbench: Episode 25

## Building the Perfect Workbench, Part Seven

### VincED, by Thomas Richter, offers a great many enhancements, but it goes much further than your average CLI spruce up.

By Dave Matthews

This episode we will view a new version of a nifty shell enhancement for the Amiga, called VincEd. The Amiga has always had, in addition to its GUI, a command line interface, or CLI. Meant for more experienced users, the CLI affords the adventurous user much additional power. While the arcane commands used by the CLI can be hard to remember and use, often it is faster and more efficient than using a graphical interface.

With OS 1.3, Commodore introduced the Amiga Shell, an enhancement to the earlier CLI. This shell added a command line history and a few other

upgrades. There have also been a number of third party CLI enhancements, such as ConMan and KingCON. VincED, by Thomas Richter, offers a great many enhancements, but goes much further than your average CLI spruce up. VincED is available on Aminet:

<http://ftp.wustl.edu/pub/aminet/util/shell/ViNCeD.lha>

VincED is a full screen editor masquerading as a shell. If you have ever used a Commodore 64, you will remember how useful this is. After typing a series of commands, you can just move

the cursor up to the previously typed command, press enter, and the command is run again. Of course, VincED adds scroll bars (both vertical and horizontal) to access items which have scrolled off the current screen. VincED keeps a configurable amount of shell's contents in memory, and this can even be saved and reloaded.

VincED also has a full featured command line history, which calls up previous commands at a keystroke. In Addition, VincEd offers powerful TAB Command expansion. This is useful for typing very long, complicated path or filenames; just type in some characters from the filename, and VincED can complete the typing for you. If the filename is unique, VincED can present you with a list of possible candidates to select, or even give you a file requester for you to select the file. Up to 6 keys can be configured for this purpose.

Also available to help save typing are Macros and Buttons. These are short keyboard sequences invoked either by a keystroke, a gadget in the Window Title, or a menu. Oh, did I mention VincED also can give your shell a menu?

Another cool feature is CTRL-Z, which launches a new shell window, even if the current shell is blocked (for instance, if you forgot to type run).

VincED has many features, like VT220 compatibility mode, support for graphics cards, fully configurable control keys, a graphical preferences program and a lot more. If you use the Amiga's shell at all, I highly recommend this program.



Figure 1: VincED Shell Window Section

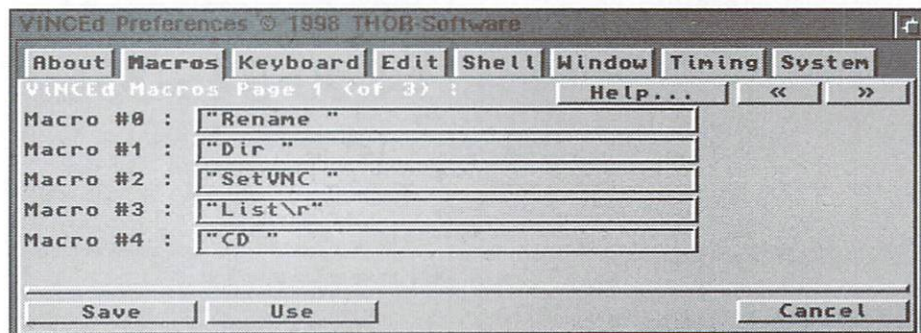


Figure 2: VincEd Prefs Macro Section

•AC•



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PAXTRON SURVIVAL PRICE  
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Internal floppy drive, 2.05 O/S Rom, 8520 CIA (318029-03), Paula 8364 (391077-01), Gary 5719, 68000-8 Mhz CPU, Amiga Diagnostician, Final Test diskette, Monitor cable, Amiga replacement battery, Original A500 service manual, PAXTRON SURVIVAL PRICE  
\$77.00  
(\$60.00 savings)



**Warning Leaking Batteries**



Lithium Type

Almost 20% of the repairs that our service center performs are due to agina batteries, which leak acid on Amiga boards. Once the acid leaks the tracers become corroded and dissolve. It is very expensive to bring the boards back to life. If your Amiga computer is approaching 4 years old we suggest you replace the original Ni/Cd battery with a new lithium battery. The new lithium batteries will last longer, has twice the amperage (150mA as opposed to 60mA) and will give you years of trouble free service. The cost of the new exact replacement lithium battery is \$14.95 each plus shipping. It is worth the investment of \$14.95 to save a \$900.00 motherboard (includes drawing, instruction sheet and diode). THESE ARE SPECIAL AMIGA BATTERIES AND ARE NOT AVAILABLE FROM RADIO SHACK.

Ni/Cd Type

For those of you who want to stay with the rechargeable Ni/Cd batteries. We have just received a shipment of fresh batteries from Germany. The Ni/Cd like the lithium above must be soldered to the board. The Ni/Cd 3.6 volt battery is the exact Ni/Cd Amiga replacement and is made by Varta. The price of the Ni/Cd is \$9.95 plus shipping.



Circle 123 on Reader Service card.

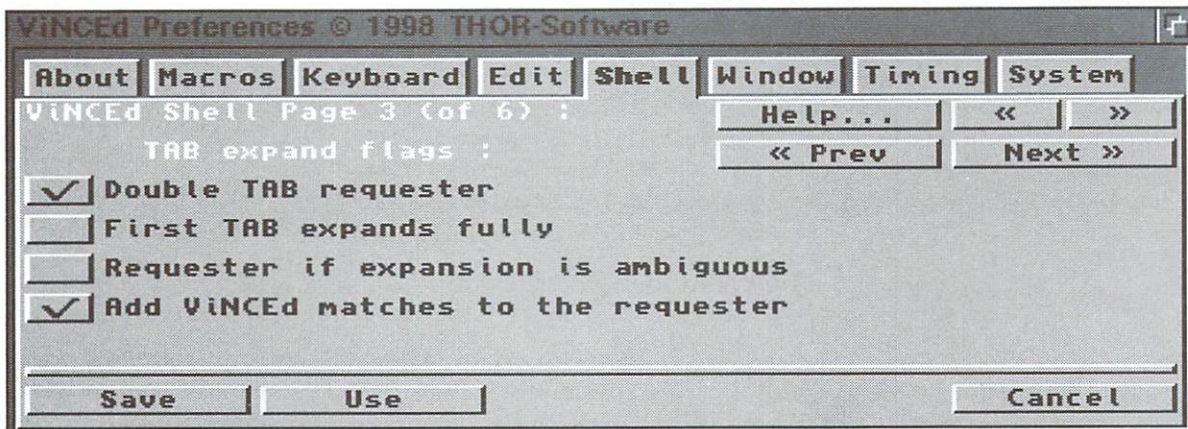


Figure 3 (Left):  
VincEd Prefs  
Shell Section

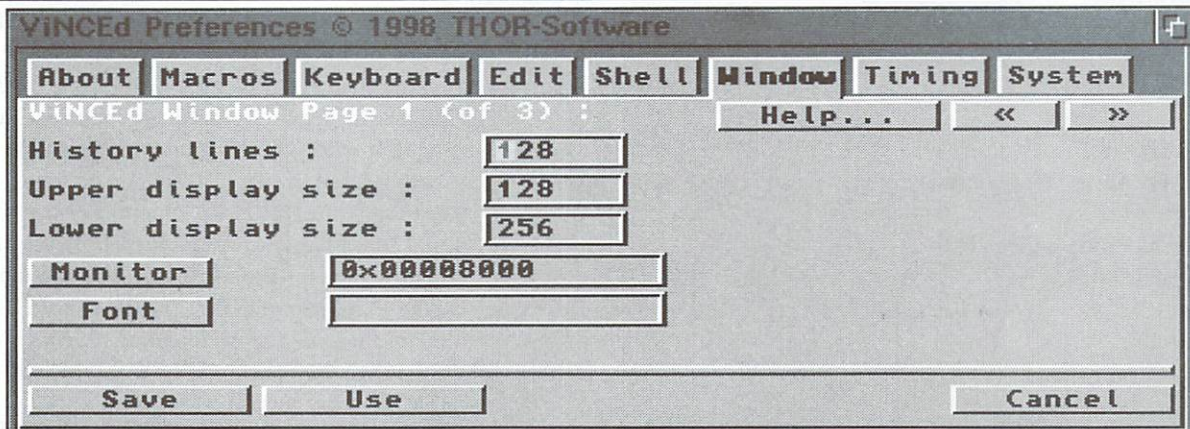


Figure 4: VincEd  
Prefs Window  
Section



# How to HTML: Part 1

**ANYONE** can learn HTML. It is not difficult, but does require study (eeek!). For those who already know any computer language, even Basic, or have learned a foreign language, or even have learned to read music, HTML will be easy to learn.

*By Ralph Stark*

Aside from all the amusing interpretations that can be made with the letters, what is HTML? It is a scripting language used on the Internet and it is the underlying base that makes the Net usable by various browsers and platforms, not the least of which is the Amiga. A document produced in HTML can be interpreted in many ways, depending on the browser, in much the same way that standard IFF files can be read and used by various graphics (and other) programs.

ANYONE can learn HTML. It is not difficult, but does require study (eeek!). For those who already know any computer language, even Basic, or have learned a foreign language, or even have learned to read music, HTML will be easy to learn.

The format of HTML can be best described as requiring starting and ending instructions for general identification purposes. As with programming, if you allocate something, you will need to de-allocate it later.

Thus, the beginning and ending of an HTML document is:

```
<HTML>
(here is where the information would appear)
</HTML>
```

The <HTML> identifies the document to the browser. The </HTML> identifies the end of the document.

Your browser will have a header area where titles are displayed. Let's add a title to the document. Remember, what you do you must undo.

```
<HTML>
<HEAD><TITLE>This is my HTML document</TITLE></
HEAD>
(other info appears here)
</HTML>
```

The <HEAD> identifies this part to the browser as a heading. The <TITLE> tells the browser that this is the part to be displayed in the heading area. </TITLE> declares the end of the title and </HEAD> says that the heading is finished. Each item can be put on a separate line, if you wish.

So far, so good. Next, let's put some info into the actual display.

```
<HTML>
<HEAD><TITLE>This is my HTML document</TITLE></
HEAD>
<BODY>
<H1>This is type size 1</H1>
<H2>This is type size 2</H2>
<H3>This is type size 3</H3>
<H4>This is type size 4</H4>
<H5>This is type size 5</H5>
<H6>This is type size 6</H6>
</BODY>
</HTML>
```

So, what did we do here? The <BODY>, </BODY> tells the browser that the main part of the information is here. This will be the portion that is displayed in the primary screen. Please note that this is about the minimum of info necessary to produce an intelligible Net display.

And the <H1,2,3,4,5,6>, </H1,2,3,4,5,6>? Well, these are what tell the browser what size type to use, and when to stop using it. It will NOT designate the type style itself. That is something that the USER (that person who is visiting your site or reading your HTML document) does on their own individual computer, or through their browser preferences directly.

Now, if you have a browser, you can display the above by placing it in a separate file. The file should be named with an .html ending, such as myfile.html...the only information contained in the file should be that which is enclosed between <HTML> and </HTML>.







<BODY>

<H1><P>This is type size 1</P>

<P>I think that composing items for Web pages is simple.</P>

<P>I like making items for Web pages.</P>

<P>WOW! THIS IS BIG!</P>

<P>THIS IS MY LIST!</P>

<OL>

<LI>ONE!

<LI>TWO!

<LI>THREE!

</OL>

</H1>

<H2><P>This is type size 2</P>

<P>Not bad. Lots of possibilities!</P>

<P>Easy to use.</P>

<P>Let's try another!</P>

<OL>

<LI>ONE!

<LI>TWO!

<LI>THREE!

</OL>

</H2>

<H3><P>This is type size 3</P>

<P>Getting to a more regular size here.</P>

<P>GEE! MY ISP GIVES ME A WEB PAGE FREE!</P>

<P>Not too bad!</P>

<OL>

<LI>ONE!

<LI>TWO!

<LI>THREE!

</OL>

</H3>

<H4><P>This is type size 4</P>

<P>A Web page with 5 megs of space!</P>

<P>With my Amiga, I can do a HTML page and still have space.</P>

<P>Another try!</P>

<OL>

<LI>ONE!

<LI>TWO!

<LI>THREE!

</OL>

</H4>

<H5><P>This is type size 5</P>

<P>Getting smaller here. Need to be careful about what I write.</P>

<P>...but I can get a lot more stuff on a line</P>

<OL>

<LI>ONE!

<LI>TWO!

<LI>THREE!

</OL>

</H5>

<H6><P>This is type size 6</P>

<P>Ooops! Where did I put my trifocals?</P>

<P>This is great for all the legal stuff!</P>

</H6>

<OL>

<LI>This is where we try our word wrap capability...yakity, yakity,

yakity, yakity, yakity, yakity, yakity, yakity, yakity, yakity,

yakity, yakity, yakity, yakity, yakity, yakity, yakity, yakity.

</OL>

</BODY>

</HTML>

Well, not too bad. So we can list items in a numerical fashion. Now, let's look at something called "bulleting", a way of listing items in an obvious way without making any distinction between them. You will have noted that the <OL> and </OL> were used here. The designation "O"rdered "L"ist is what it means. Just as a guess, wouldn't you think that an "U"nordered "L"ist would mean a list without numbering? Also called a "bulleted" list? Congratulations! You got it right the first time!

<HTML>

<HEAD><TITLE>This is my HTML document</TITLE></HEAD>

<BODY>

<H1><P>This is type size 1</P>

<P>I think that composing items for Web pages is simple.</P>

<P>I like making items for Web pages.</P>

<P>WOW! THIS IS BIG!</P>

<P>THIS IS MY LIST!</P>

<OL>

<LI>ONE!

<UL>

<LI>A

<LI>B

<LI>C

</UL>

<LI>TWO!

<LI>THREE!

</OL>

</H1>

<H2><P>This is type size 2</P>

<P>Not bad. Lots of possibilities!</P>

<P>Easy to use.</P>

<P>Let's try another!</P>

<OL>

<LI>ONE!

<LI>TWO!

<LI>THREE!

</OL>

</H2>



# THIS AMIGA SITE IS UNDER VERY HEAVY CONSTRUCTION.

**Watch this site for more Amiga news, views and programs.**

**For those of you who are visiting this site who are not Amiga owners or users:**

**Please revisit here from time to time for animations, music, voice, etc.**

**...And, if you have never seen or used an Amiga, do some checking with friends, business associates...or whoever,**

**...because you will be VERY suprised by this machine... and how long it has existed!**

```
<H3><P>This is type size 3</P>
<P>Getting to a more regular size here.</P>
<P>GEE! MY ISP GIVES ME A WEB PAGE FREE!</P>
<P>Not too bad!</P>
<OL>
<LI>ONE!
<LI>TWO!
<LI>THREE!
</OL>
</H3>
```

```
<H4><P>This is type size 4</P>
<P>A Web page with 5 megs of space!</P>
<P>With my Amiga, I can do a HTML page and still have
space.</P>
<P>Another try!</P>
<OL>
<LI>ONE!
<LI>TWO!
<LI>THREE!
</OL>
</H4>
```

```
<H5><P>This is type size 5</P>
<P>Getting smaller here. Need to be careful about what I
write.</P>
<P>...but I can get a lot more stuff on a line</P>
<OL>
<LI>ONE!
<LI>TWO!
<LI>THREE!
</OL>
</H5>
```

```
<H6><P>This is type size 6</P>
<P>Ooops! Where did I put my trifocals?</P>
<P>This is great for all the legal stuff!</P>
</H6>
<OL>
```

```
<LI>This is where we try our word wrap capability...yakity,
yakity, yakity, yakity, yakity, yakity, yakity, yakity,
yakity, yakity, yakity, yakity, yakity, yakity, yakity,
yakity.
</OL>
```

```
</BODY>
</HTML>
```

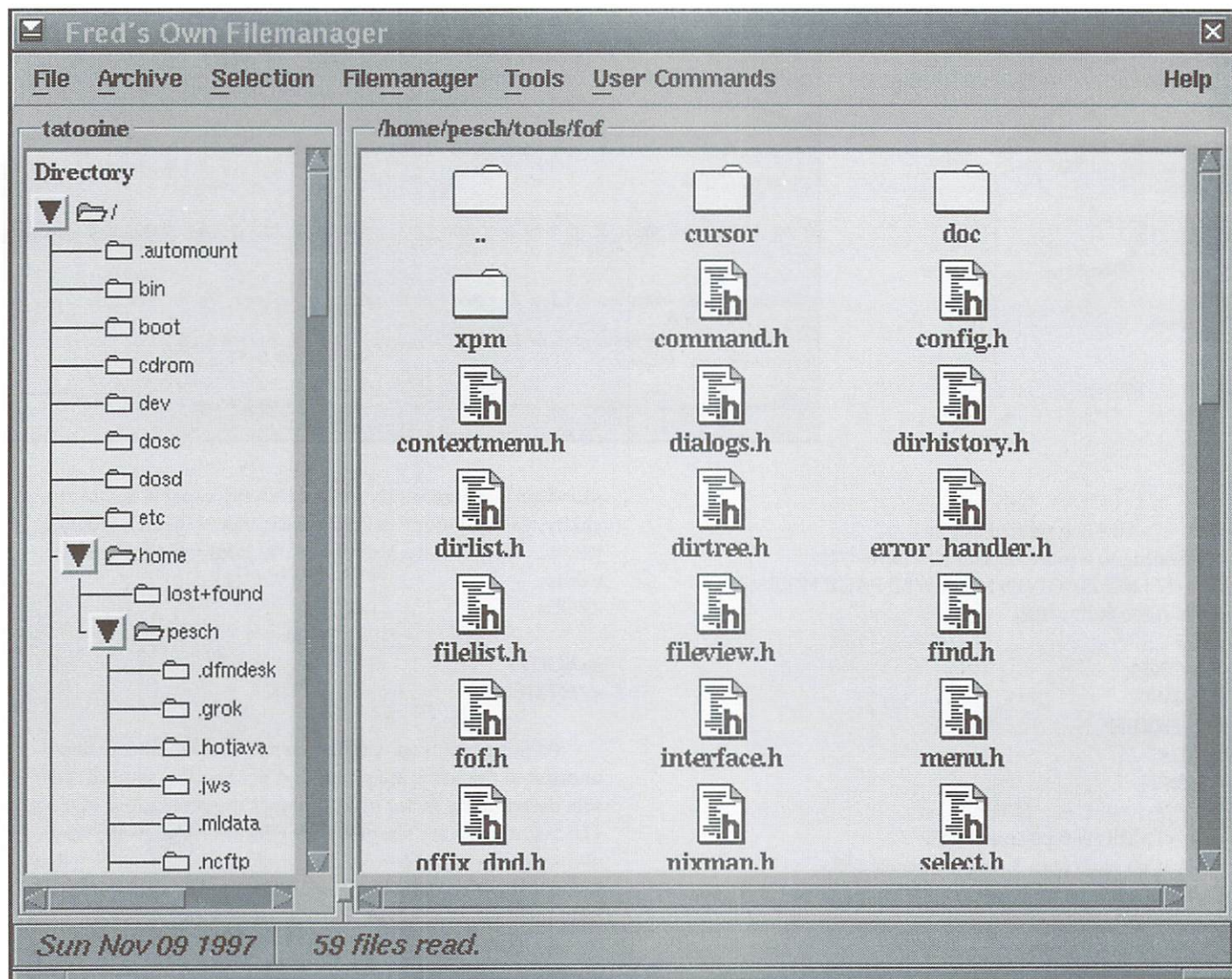
At this point, you will have noted that whether ordered or unordered the items are preceded by the <LI> symbol. The sole determining factor in all of this is the preceding <OL> or <UL> symbol. Very simple. Very effective. Also, very, very necessary to use the correct designation. Please note also that when lists are contained within other lists, they are automatically indented.

As a lesson termination, I offer this. It is freely copiable and re-usable, it may be altered at will and freely transmitted. The sole limitation is that NO fee of any kind may be charged for it.

```
<HTML>
<HEAD><TITLE>THE Amiga LIVES!</TITLE></HEAD>
<BODY>
<H1><P>THIS AMIGA SITE IS UNDER VERY HEAVY
CONSTRUCTION.</P></H1>
<H2><P>Watch this site for more Amiga news, views and
programs.</P></H2>
<H3><P>For those of you who are visiting this site who are not
Amiga owners or users:</P></H3>
<H4><P>Please revisit here from time to time for animations,
music, voice, etc.</P></H4>
<H5><P>...And, if you have never seen or used an Amiga, do
some checking with friends, business associates...or whoever,</
P></H5>
<H6><P>...because you will be VERY suprised by this ma-
chine... and how long it has existed!</P></H6>
</BODY>
<HTML>
```

Ralph Stark may be contacted at: <rwstark1@sirius.com>





# More With The Unix Shell

## Using Pipes to get your data where you want it.

by Antonello De Santis

### Some more about shells.

In the last article, I talked about some common Unix shells' features. There are still some topics that remain to be covered, though, and we'll examine them in this article.

### Pipe.

After reading last month's article, you probably understand the intend redirection of standard output, for example, saving in a text file what you

generally see on the monitor after the execution of a command. You could accomplish the same operation by cutting and pasting the output of the command as you can do under Amiga OS. However, there is another way to intend redirection. You can think of redirecting the output of a command to the input of another command. This operation is called "pipe" and the operator is "|". Let's see some examples to learn how to operate with pipes.

Suppose you find yourself in a directory with many files and subdirectories in it, for example "/usr/include". If you ran the command "ls -la", you'd be prompted with many files, most of which would be scrolled over the screen because the output is made up of more lines than any monitor can display. Is there a way to work out this problem? Of course there is!

You will surely remember the program "more" that allows you to scroll within every line of a text file. You can



use "ls" in combination with "more" to solve our problem. What is the "combination" I have just talked about? It is pipe! You redirect the output of "ls -la" to the input of "more", and now you can scroll within the output of "ls -la" thanks to the functionality of "more".

This operation is accomplished by typing in:

```
$ ls -la | more
```

That is equal to a series of commands such as the following:

```
$ ls -la >output
$ more output
$ rm output
```

As you can see, a pipe is much faster and more elegant. Now I will create some powerful operations that can be easily accomplished using one or more pipes. You may wish to find every file and subdirectory in the directory you are in, belonging to a particular group of users. In this case you should write in:

```
$ ls -la | grep groupname
```

This pipe redirects the output of "ls -la" to the input of "grep", that will look for every occurrence of pattern "groupname" in it. If the output is too long to be entirely displayed on your monitor, you can use another pipe to display more:

```
$ ls -la | grep groupname | more
```

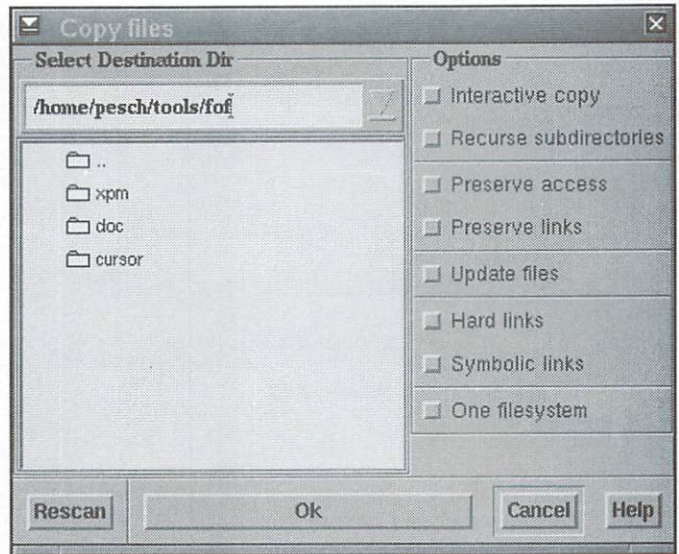
The last pipelist is equivalent to the following series of commands:

```
$ ls -la >output
$ grep groupname output >output
$ more output
$ rm output
```

Isn't a pipelist much faster than this series of commands? Another interesting and useful application of a pipe occurs when you want to list the active processes of a particular user. In this situation, we would use again command "grep", in combination with "ps", eventually using "more". You should write in the following pipelist:

**Far Left: FOF: Fred's Own Filemanager. A powerful easily expandable file manager.**

**Right: FOF's copy files function.**



```
$ ps -aux | grep username | more
```

"ps -aux" creates a list of all active processes on the system. This list is passed through the pipe to the input of "grep" that will search every line containing an occurrence of pattern "username", and will then create a new list to be displayed with "more".

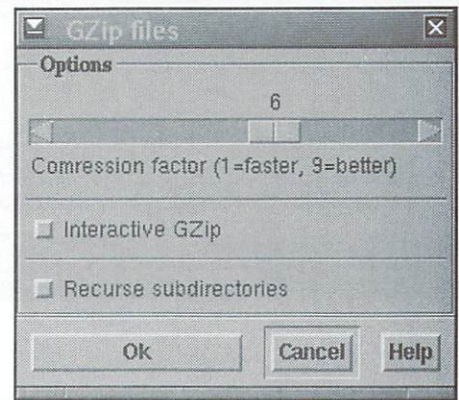
Again, this is equivalent to the following series of commands:

```
$ ps -aux >output
$ grep username output >output
$ more output
$ rm output
```

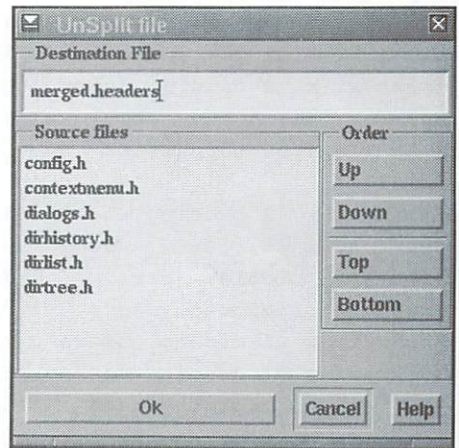
We still haven't talked about setting up a printer under NetBSD. A little introduction is quite important now to see some other operations that can be accomplished using printing commands "piped" to other commonly used commands.

For now I'll just reveal the existence of command "lpr", whose general syntax is "lpr filename". This command is used to print a file when a printer has been properly configured. We will see how to configure a printer in another article. For now it's enough that you know about the existence of "lpr" and its syntax. Now we can examine some other examples.

You will surely remember the example in last article, where I wanted to "extract" from an Aminet index file a smaller list made up of the lines containing a description about database applications.



FOF's gzip interface.



FOF's unsplit files utility.

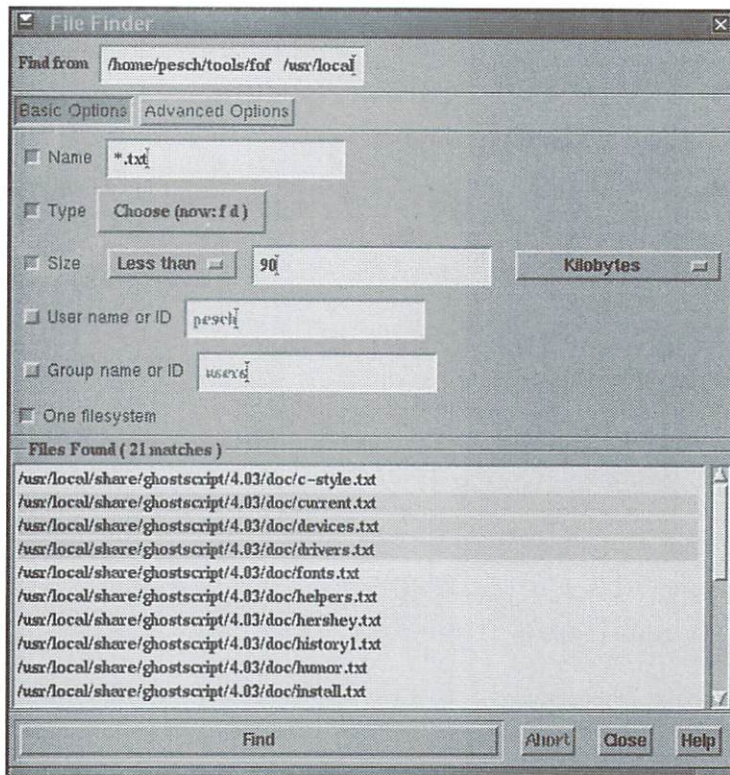
Let's see if you can find out the effect of the following command:

```
$ grep database INDEX | lpr
```

Its effect is similar to the one of the example in last issue's article:

```
$ grep database INDEX >index.txt
```





FOF's files finder utility.

The difference is that in last issue's example we redirected the output of "grep database INDEX" to file "index.txt". In this case we redirect its output to the input of "lpr" that will print it. You can imagine many situations in which a pipelist using "lpr" with other commands can be very useful. Another example is the following:

```
$ man grep | lpr
```

The effect of this command is to print the manual pages of "grep". "man" interprets the content of the page (manual pages are written in a particular language similar to html and have to be interpreted to be displayed), and its output is sent as input to "lpr" that will print the page.

## Box 1: tee

```
$ ls -la
total 11
drwxr-xr-x 2 ciccio wheel 512 Nov 13 19:57 ./
drwxr-xr-x 5 root wheel 512 Jul 20 19:40 ../
-rw-r--r- 1 ciccio wheel 0 Jul 23 01:30 .Xauthority
-rw-r--r- 1 ciccio users 0 Nov 11 22:32 .bash_history
-rwxr-xr-x 1 ciccio users 894 Jul 20 17:41 .bash_profile*
-rwxr-xr-x 1 ciccio users 1634 Jul 20 17:37 .bashrc*
-rw-r--r- 1 ciccio wheel 340 Jul 23 01:30 .xsession-errors
$ ls -la | tee output.txt
total 12
drwxr-xr-x 2 ciccio wheel 512 Nov 13 19:57 ./
drwxr-xr-x 5 root wheel 512 Jul 20 19:40 ../
-rw-r--r- 1 ciccio wheel 0 Jul 23 01:30 .Xauthority
-rw-r--r- 1 ciccio users 0 Nov 11 22:32 .bash_history
-rwxr-xr-x 1 ciccio users 894 Jul 20 17:41 .bash_profile*
-rwxr-xr-x 1 ciccio users 1634 Jul 20 17:37 .bashrc*
-rw-r--r- 1 ciccio wheel 340 Jul 23 01:30 .xsession-errors
-rw-r--r- 1 root wheel 0 Nov 13 19:57 output.txt
$ cat output.txt
total 12
drwxr-xr-x 2 ciccio wheel 512 Nov 13 19:57 ./
drwxr-xr-x 5 root wheel 512 Jul 20 19:40 ../
-rw-r--r- 1 ciccio wheel 0 Jul 23 01:30 .Xauthority
-rw-r--r- 1 ciccio users 0 Nov 11 22:32 .bash_history
-rwxr-xr-x 1 ciccio users 894 Jul 20 17:41 .bash_profile*
-rwxr-xr-x 1 ciccio users 1634 Jul 20 17:37 .bashrc*
-rw-r--r- 1 ciccio wheel 340 Jul 23 01:30 .xsession-errors
-rw-r--r- 1 root wheel 0 Nov 13 19:57 output.txt
```

## Pipe and redirection: tee.

There is still another aspect to cover about redirection. Sometimes it may be useful to redirect the output of a program to a text file, but still be able to see it on the standard output. This feature is granted by a command called "tee". Its syntax is "tee filename". "tee" must be called with a pipe. It saves the output of the command on the left of the pipe to the file "filename" and shows it on stdout.

Let's see an example about "tee" usage:

```
$ ls -la | tee output.txt
```

"ls -la"'s output is the content of the current directory. It is passed through the pipe as input to "tee" that saves it to file "output.txt" and shows it on stdout. Check box 1 to see the output of this example.

We've finally finished examining the basic features of a Unix shell. In the next article I'll start covering some aspects about shell programming and how to code some simple shell scripts. See you!



# Amiga Games

## Quake PPC shot down, Wipeout 2097, Quake 2, and Settlers 2 are coming soon.

By Jake Frederick

Aside from some bad news from ClickBoom, some pretty exciting things have been happening in the games industry lately. Here's a quick rundown of a few of the last month's more noteworthy happenings.

### Quake PPC Cancelled

Since ClickBoom released the 68k version of Quake there has been a raging controversy concerning their obligation to develop Quake PPC. Soon after, a number of illegal versions turned up proving that it could be easily accomplished, but at the same time lessening any chance of a real conversion. Now it seems that the pirates have gone too far. On November 5th a Quake PPC patch appeared on the Aminet, bearing ClickBoom's sign of approval in the read me file. The initial reactions of exhilaration were soon nullified as the harsh reality set in: this was in fact an illegal copy that had somehow managed to slip through the Aminet administrators. Furthering the blow was ClickBoom's announcement that any chance of an official Quake PPC was now cancelled. Many people insist that ClickBoom had no intention of doing a legal version anyway, and this was merely an opportune time for them to pass the blame to someone else. Either way this sort of illegal action is wrong, especially in a market as fragile as the Amiga's, and it's very possible that the "no brained imbecile" that ClickBoom refers to has sealed the coffin on future versions of Quake.

### Wipeout 2097 and Quake 2

As if the announcement that they would be converting Wipeout 2097 to the Amiga wasn't enough, Digital Images has also declared their intentions to bring us Quake 2. Apparently the company has already signed a deal with Psygnosis and should be releasing a PPC version of the futuristic racing game Wipeout sometime around January of next year. They are currently in the process of seeking a license from ID Software to port Quake 2 as well. There is no guarantee that they will get it, but with the bad news from ClickBoom it's encouraging to see another company pursuing the game. The team also has a number of original games planned including Space Station 3000, a space trading simulator that's due

for release very soon. At the moment, Digital Images is probably the Amiga's most ambitious companies so e-mail your support to:

[stuart@digitalimages.demon.co.uk](mailto:stuart@digitalimages.demon.co.uk)

### Settlers 2

Titan Computer announced that they would be porting the strategy game Settlers 2 to the Amiga at the Computer 98 show in Cologne. There will be both 68k and enhanced PPC versions of the game, which should arrive in January of next year. Details are thin at the moment, but you can be sure you'll hear more about this PC/Mac hit in the next couple of months.

•AC•



Wipeout 2097 from Digital Images



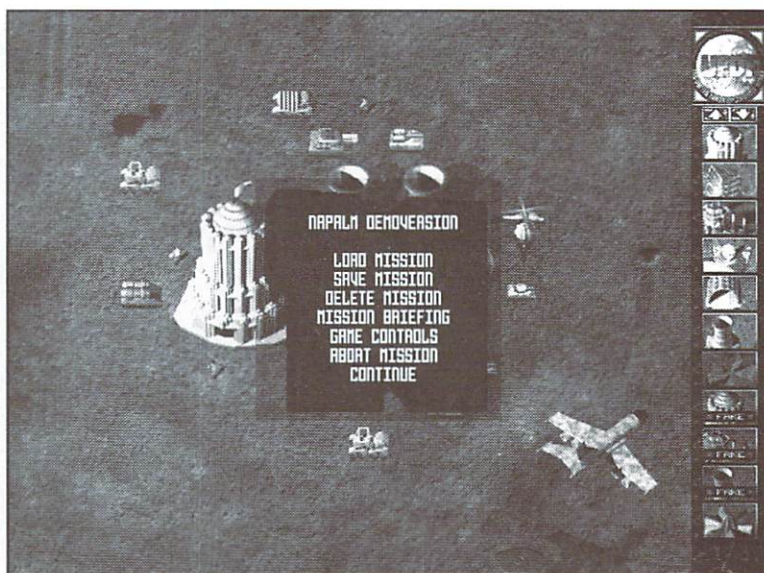
A scene from Titan Computer's strategy game, Settlers 2.



# Napalm Demo

"This game looks  
awesome."

by Lars Nelson



## What is Napalm?

The demo version of the upcoming game, Napalm, by ClickBoom is a real time war strategy game similar to the IBM compatible game Command and Conquer. The full game will retail for about \$70 CAN, which is around \$50 US. The free demo is available for download at <http://www.clickboom.com>. You had better be prepared to wait for the download, since the file is over 6 MB compressed. Preorders for the final game are being taken, but the final release date of the game is not set.

## Display & Sound

Oh boy! This is really nice. The game multi-tasks fully. It will open up on an

AGA, CyberGraphX, Picasso96 screen, Hi-Res, or Low-Res. All screens are in 256 color modes. The graphics are incredible, with beautifully rendered air and ground units. You get a top down view with full 3D effects including shadows. The background terrain gives awesome depth perception and realistic views.

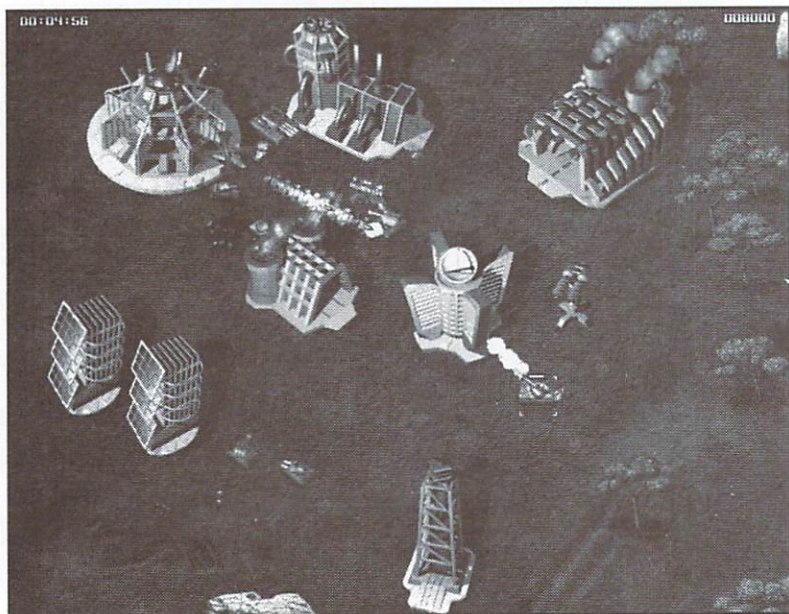
Sound quality is impressive. Your introduction begins with a clear voice guiding you into the demo scenario. For a moment I thought the voice was playing from the CD track, but then I remembered this was on my hard drive. Explosions, vocal reports, cannon fire, spewing flames, and other battle sounds are all present.

## Features & Gameplay

Various units and buildings are at your disposal (Hopefully most of the disposing will be done to the enemy, and not to you). I counted at least 11 different friendly units in the demo, and the enemy had a different mix. Just a few of the units available are Mobile Rocket Launchers, Infantry, Triple Tanks, Bazookers, etc. Along with your plots of great conquests, you must not forget the required resources. Drilling for oil and supplying power sources are necessities. You must also balance your expenditures and maintenance of both buildings and units. Complete availability of the buildings and units are only in the full version of the game.

The mouse is the main control device, but there are keyboard options to pause the game, toggle the button bar, scroll the display, and bring up an options menu. The options menu includes choices for loading games, saving games, and setting game speed.

Exhibiting the signs of a great gamer, I started into the demo without using the instructions. Whoops! It requires a quick library preparation program before you begin. Once into the gameplay, the enemy seems endless. Perhaps they are. I completed the scenario after a few plays, and then read the instructions. The suggested method for winning, was different then what I had done, and included a neat tunnel digging trick.





## Performance

AGA is slow for this demo, and so is a 68020. I recommend a 68030 and graphics card as a minimum. I tried it on a 68040 @40Mhz with a Spectrum card running CyberGraphX. It ran great! If you have a 68060, you will probably need to slow down the demo with the speed option.

## Compatibility

I've used the demo for over a week without a freeze, crash, reset, or any glitch at all. Some PPC users have had problems getting the game to run, but ClickBoom is already releasing fix updates for this. Just to clarify, the game is not for PPC, but for 680x0 processors. A PPC version is not planned.

## Concerns

When using CyberGraphX, switching from the demo screen to the Workbench screen would render a lot of graphic garbage on the Workbench. This is not really much of a problem, and goes away when you exit the game. But, it is bothersome when trying to multi-task.

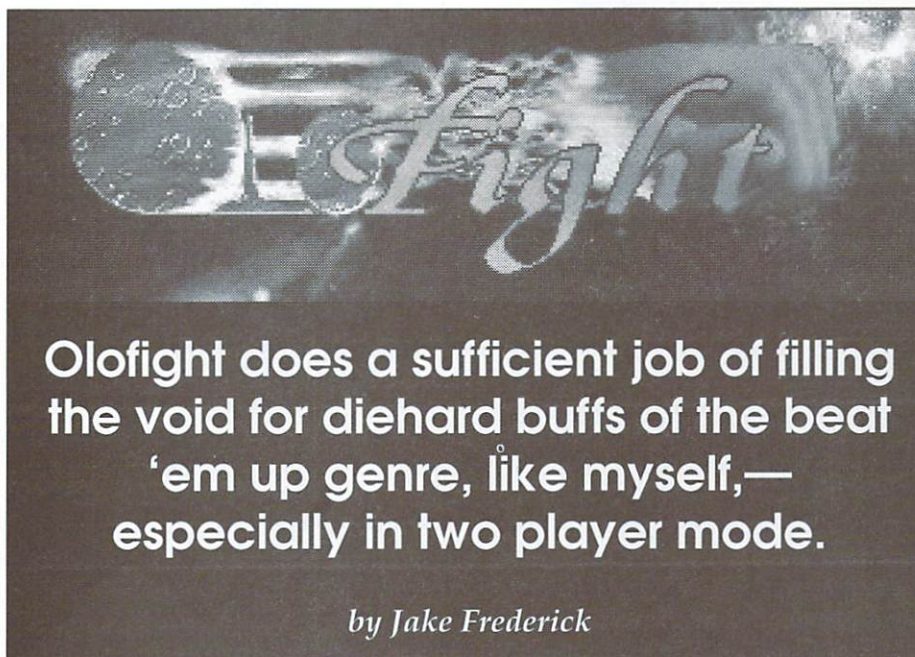
## Wants

Although a 2 player option will be available in the final game, I saw no mention of Network support. This would be a great multiplayer feature, and would encourage sales of the final game. Screen scroll is not completely smooth, and a bit tedious, so the cursor key scrolling comes in handy. In future versions I would prefer a smooth scroll, and an option to scroll with the middle mouse button. Or, a middle mouse button option for anything at all would be nice.

## Opinion Overall

If you haven't caught on yet, this game looks awesome. ClickBoom's programmers have previously proved their code porting talents with *Myst* and *Quake*. Now they are proving they have what it takes to make an excellent game from scratch (besides *Capital Punishment*). Shortly after starting up the demo at work, almost everyone in the office was staring at the screen. It was great to tell them it was an Amiga only game. I heard at least one of them say, "I have got to get an Amiga."

•AC•



**Olofight does a sufficient job of filling the void for diehard buffs of the beat 'em up genre, like myself,—especially in two player mode.**

*by Jake Frederick*

The beat 'em up has always been a favorite genre of mine so of course, as my luck would have it, a new one hasn't appeared in months. For some reason Amiga fighting games have never shared the tremendous success that similar console and arcade titles enjoyed in the past. Perhaps the notion of pummeling an opponent senseless lacks the depth that appeals to the average Amiga gamer. Personally I'm content to pummel until my fingers fall off.

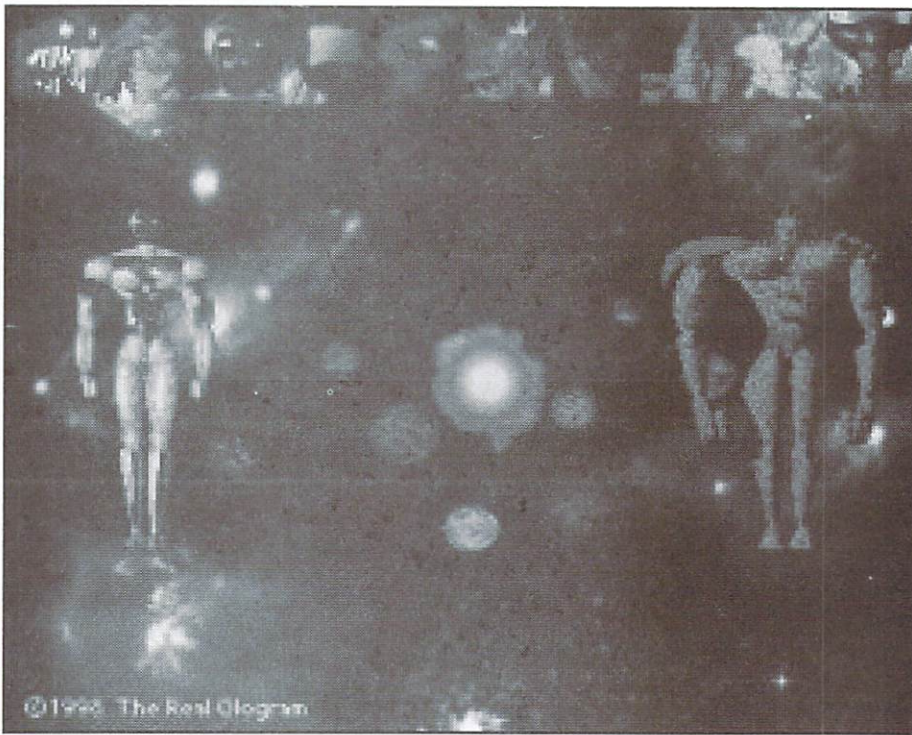
The first, and perhaps most difficult, task presented by *Olofight* is enduring

the tedious ten disk installation. Floppy disks are not only extremely slow, but are also very prone to read errors, as several of mine were. There have been rumors of a CD version floating around, so hopefully this problem is being addressed as I write this.

As with most games of this type, the plot is not very engaging, nor is it relevant, so for now I will focus on a more important aspect: gameplay. *Olofight* revolves around the basic formula defined by classic beat 'em ups such as *Street Fighter*, with a few subtle







variations thrown in for the sake of originality. The unfamiliar special attack system is an example of one of the changes that may appeal to some while hindering others. Rather than the traditional method of various joystick and button combinations, Olofight relies on simply holding the fire button and moving in one of four directions. Although this provides the novice with a more reasonable learning curve, it

detracts from the satisfaction of mastering each of the characters' attacks, ultimately lessening the distinctions between the eight players. This wouldn't be such an issue if all of the special attacks were more varied. Despite looking very impressive they all inflict damage in a similar manner and can only be blocked by a special shielding move. Usually it's not until you're picking yourself up off the ground that you

realize you should have reacted a little bit quicker.

Limiting the number of special moves one can have is a refreshing concept, and should make the competition more hand to hand oriented. However, in the single player modes, the computer character usually has a sufficiently greater supply of them which it isn't afraid to use, and about three times as much energy. This alone can turn what would otherwise be a relaxed, enjoyable gaming experience into a nerve-wracking frenzy of curses and broken joysticks. It does keep you coming back for more, but makes it difficult to refrain from taking your frustrations out on something more solid, namely your monitor.

One of Olofight's particularly annoying qualities is the way your characters movements are slowed as his energy lessens. It sounds like a very logical idea; I'm sure most people (or alien races in this case) would react sluggishly after receiving a few blows to the head. Unfortunately it's taken to the extreme so after just a few hits, the gameplay is brought to a crawl. It would have been nice to see this feature used a little bit more sparingly.

The game's overall presentation is commendable and reflects the amount of effort that was put into it. A printed manual is a rarity these days, let alone stickers and posters (both of which came with the package). The same level of quality is, for the most part, carried out in the sensory aspects of the game. Granted the modeling and texturing of a few of the objects could have used some work, but the backgrounds are generally of high quality and feature some nice parallax scrolling. The music is not the best to ever grace my speakers, but is certainly more than adequate.

As a long time beat 'em up fan I applaud The Real Ologram's attempt to revitalize the genre. To be honest, I have seen much better; there are certainly some aspects of playability that could have been improved (this is a game that would have greatly benefitted from CD-32 joypad support). But in the end Olofight does a sufficient job of filling the void for diehard buffs like myself, especially in two player mode.

•AC•





# Two For the Road

*Editor's note: with the combination of Amiga Informer and Amazing Computing/Amiga, we realized that there may be some overlap in coverage. For the most part, this is easily addressed. However, the two reviews of Max Rally came from very different perspectives and we felt the most honorable action would be to run them together. Please let us know what you think.*

## Max Rally

by By Jake Frederick

The fundamental concept behind Max Rally is certainly not a new one. The Amiga has seen a number of car games over the years, from top down 2D racers to the 3D texture mapped affairs that have recently become so popular. Max Rally opts for the former approach, resulting in an engine that brings back fond memories of an old Commodore 64 game called Rally Speedway. I exhausted countless hours and even a few joysticks tearing around Rally Speedway's tracks, avoiding the game's treacherous bends and obstructions lap after lap. With Max Rally, Fortress has attempted to rejuvenate this age old genre and possibly add a few twists of their own.

Before hitting the raceway, your first order of business should be changing the names of the drivers in the options menu, unless of course you have no objections to being called Hog, Thor or any other equally ridiculous name. There are six characters in all with each supposedly possessing unique driving skills, though I really couldn't tell the difference. Once the players have been named to your satisfaction it's time to choose one of the three modes of play.

The single player championship mode pits you against three computer controlled cars, requiring a first place finish to move on to another track. There are 25 tracks in all, spread over 4 terrains with slightly varying conditions. Despite this, the game can quickly become monotonous, as the tracks are quite small and require twelve laps to be completed. Furthermore, the races generally consist of simply avoiding walls and other cars

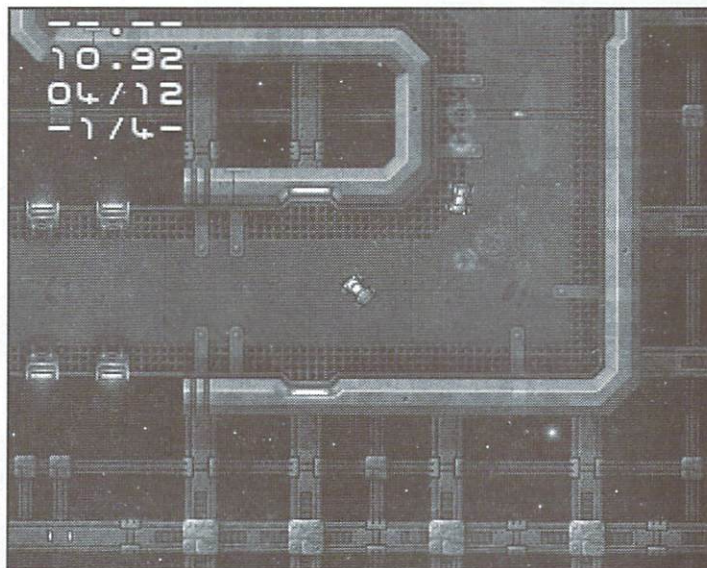
while going over the occasional jump. You are given one turbo at the beginning of each race, but this is the extent of the game's variation. A few of these or other powerups placed along the track would have tremendously improved the gameplay.

The 5 Max Challenge tracks stray from the tedious formula by requiring a number of blue and red pads to be run over throughout the course of the race. There are no opposing vehicles to contend with but the continuously scrolling screen and the moving platforms are more than enough to keep you busy. Although this doesn't make up for the championship mode's flaws, it is enough to provide the game with some sense of variety.

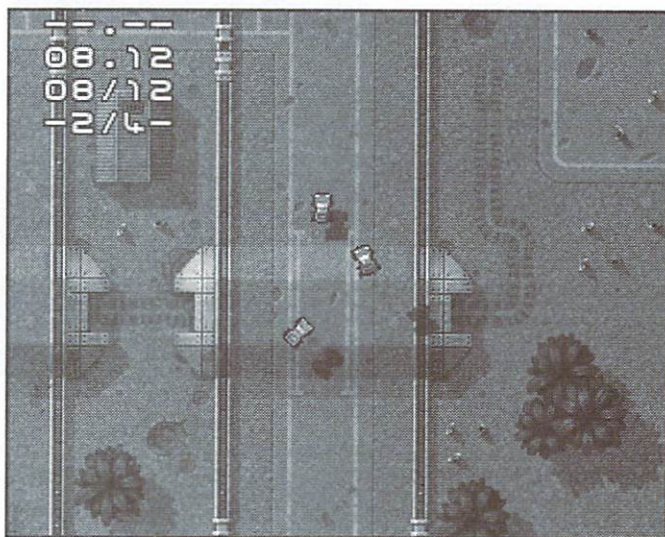
Fortress has obviously put a substantial amount of effort into the multi-player modes. Up to four players can compete against each other using a two player split screen mode, a null

modem cable or a full screen battle mode. Four player adapters are supported, which should make life easier for those who dislike huddling around a keyboard. Unfortunately, the adapter I was supplied with would not work properly with the game so two of my friends were stuck in a claustrophobic situation. Despite the many options, the split screen and link-up games offer the same level of gameplay as the single player mode with the element of more intelligent opponents being the only enhancement.

The multi-player battle uses the same "stay on the screen or die" concept as the Max Challenge tracks only in this case the lead car determines how fast the screen will scroll. The game progresses until one car remains and that car receives a point. The first person to receive 5 points wins. Again, not exactly a ground breaking concept, but interesting none the less.







The time trial mode is just that, a race against the clock to set a new lap record. It is not terribly intriguing but the fact that the best lap times can be saved to disk and then passed on to friends adds to its longevity. I am sure we will see a few of these posted on Fortress' web site and other places around the net.

A major issue I have with Max Rally is the game's distinct lack of any sense of progression. While I like the idea of choosing the tracks in any order, it is much more rewarding to be presented with something new after finishing a level. The player's sense of anticipation is greatly diminished with the knowledge that the end of the race will only take him or her to a menu to choose another level. Also, your car cannot be upgraded; so, aside from the subtle changes in environment, the game becomes very repetitive.

Max Rally really is a decent game. The graphics are good, the controls are quick and precise (there are a couple of pretty neat tricks to master once you have the basics down), and the interface is polished and intuitive (if a little less than system friendly).

Unfortunately it lacks a few key ingredients that would have made it stand out from other similar games. Max Rally is worth checking out if you are a racing fan, but you won't find it nearly as engaging as classics like Super Skidmarks or Extreme Racing.

## Max Rally

*By Jeremy Campbell*

Max Rally is a new overhead view driving game from the UK development team Fortress. If you have ever played Nitro or Skidmarks then you are already familiar with this type of game.

In Max Rally you race on tracks set in Woodland, Cosmic, Alpine, and Dunes terrain. Each terrain has five separate tracks with varying difficulties. There is yet another set of tracks called Challenge or Max Challenge. In Max Challenge the setting is Cosmic but you are forced to throw switches, drive onto floating portions of track that ferry you to new track sections and you are only allotted a finite amount of time to complete your tasks.

For me, simply surviving a single Max Challenge lap was tough, but I'm sure there will be some players that will love this section most. You will have to navigate your vehicle around or over obstacles such as ramps, large bumps, ruts, potholes, sharp curves, slick spots. On Cosmic tracks if you drive off the edge of the roadway into outer space, you will explode.

Some of you may be thinking, "Do we really need another overhead driving game?" Well, Max Rally can be played in so many ways that it almost seems like more than one game. In fact its numerous options for play can be a bit confusing so I will try to keep it simple.

Of course it has a single player mode where you compete against 3 other

computer opponents. Then there is the 2 player option where you race against a human on a split screen by connecting a joystick to the mouse port. There is also a multi-player option allowing up to 4 players at once. In the multi-player mode, you can either have 2 players controlling their vehicles at the keyboard and 2 using joysticks or, with a 4 player adapter which connects to the parallel port, all players can use joysticks. Fortress provided me with one of these adapters and it performed flawlessly. Max Rally also allows you to link up 2 Amigas via the serial port with a null modem cable. This way you can have a real 4 person race with two players per machine each with a split screen.

Max Rally has 2 types of play; race (which is self explanatory) and battle. In battle, you try to be the first driver to pull so far ahead of your opponents that they disappear from the screen, the first person to do this 5 times wins. Four players on one screen/machine can only be played as a battle otherwise the screen would have to be split 4 ways which would require a lot of squinting. It looks much more confusing on paper than it actually is when in use. You will just have to get Max Rally and try it for yourself.

So, it's apparent that Max Rally can be played in many ways, but is it any fun? Yes, it honestly is and, to help it be fun for everyone, it allows you to select from three different difficulty levels; easy, medium and hard.

As with any game of this type it will take some time to become familiar with the control. For instance, when to brake and when not to, track memorization, taking shortcuts, bumping opponents to gain the lead, and basic maneuvering. I think most people will enjoy it the first time they play and enjoy it even more as they get more acquainted with the game.

Max Rally's gorgeous detailed graphics look equally good on both ECS and AGA machines. I would have liked more detailed or varied cars and the scrolling wasn't quite as smooth on an ECS machine, but these are minor flaws.

Fortress informed me that, if this game does well, enhancements and upgrades could be possible. They also have other Amiga games in the works, so come on, order Max Rally and help out a



new and very talented Amiga development team. It's amazing how much game Fortress has packed onto 2 disks. They also offer excellent email technical support.

NOTE: If you purchase Max Rally and can't get it to run, you may need to disconnect your printer. You will also have to put your Amiga into PAL display mode. I had to do both of these things to get it to run on the machines on which tested it. Fortress promised to remedy these shortcomings before they begin shipping Max Rally but I thought I had better mention them just in case.

Max Rally claims to be compatible with all Amigas with 2 MB RAM and above. I discovered through testing that, if you want to execute the hard drive installed version of Max Rally from WorkBench, you are going to need more than 1 MB of Chip RAM. It did work on the same machine from floppy though. I also found that Max Rally's music would not play unless I freed as much Chip RAM as possible before attempting to run it on an A1200. The point I am trying to make is that it is evident Max Rally is fairly Chip RAM reliant. This game was tested on an A1200 060 50Mhz, 50 MB RAM, OS 3.0 and A2000 030 40Mhz w/ 68882 FPU (ECS), 1 MB Chip RAM and 6 MB Fast RAM, OS 2.0.

Other Features of Max Rally include: It auto-detects what type of system it's on; AGA enhanced; Time Trials for simply trying to beat the best time on a particular track; 6 drivers to choose from, each with varying abilities; Good documentation that can be viewed in-game or from workbench; Easy hard disk installation; and more.

For now the only way you can get Max Rally is directly from Fortress, but in the near future you may be able to order it from your favorite Amiga retailer. So give them a call and see if they have it in yet. Otherwise send a check, postal order, or IMO, made out to Fortress for 21.99UKP to:

**Fortress**  
63 Thorneycroft Lane  
Fallings Park, Wolverhampton  
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# Playing with NewTek

## The Informer's "Bandito" offers his latest insight on the pitfalls of the Amiga market.

by Soothsayer



NewTek's arsenal may need some "freshening-up" to stay ahead of competitors.

As a longtime NewTek customer, it is difficult to write this article but I feel it must be done. NewTek must be made aware of what is developing right before their eyes in the Computer Video Editing/Content Creation market. NewTek and its CEO, Tim Jenson, are very intelligent and may already know most of the points in this article. But, just in case they do not know, they should hear these words while there is still time.

I hope that NewTek is aware of what Play Inc. ([www.play.com](http://www.play.com)) is planning for them. NewTek has a hungry beast after their customers and installed base. Play's impact has yet to be felt but they are relentless with hype and pie in the sky promises.

I don't just blindly buy NewTek products based on name brand alone. NewTek has a long history of bringing out cutting edge computer tools that empower people to make great graphics and video. It was NewTek that persuaded me to buy my first Amiga way back in 1987. I saw the NewTek Demo Reel One and said WOW, here is a computer for the creative mind that can do graphics, animation & video. Also here is a company (NewTek) that knows how to take advantage of the machine's

power.

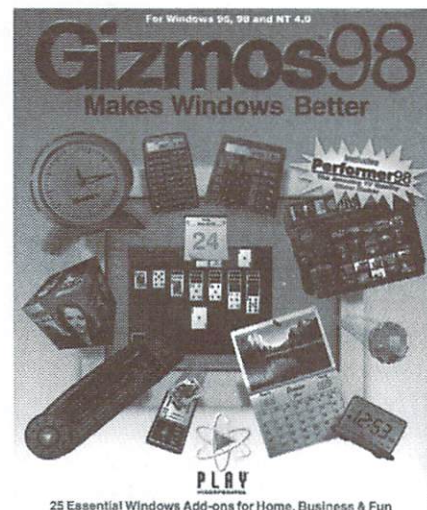
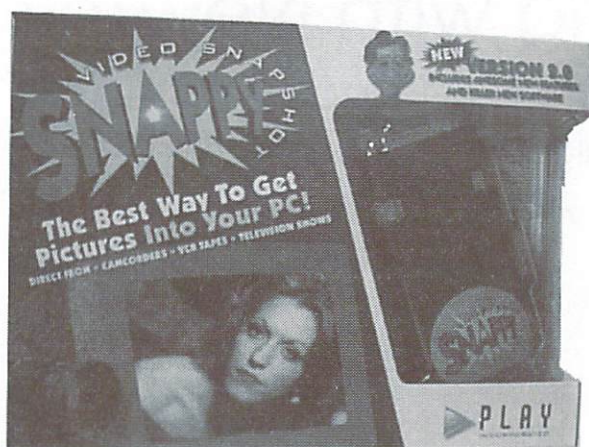
That moment forever branded NewTek and the Amiga together in my mind. They are the yin and yang of computers for free thinkers, limited only by the imagination of the user. I bought my Amiga right then and, soon after, I bought Digiview (NewTek's low scan digitizer, it grabs still images from any video source).

I have watched NewTek grow and mature over the years and tap the sometimes hidden power of the Amiga. They released one of the first HAM paint packages for the Amiga, Digipaint. Digipaint allowed artists and Digiview owners to paint and modify their video grabbed images in 4096 colors. Most other computers only had black and white and 16 color modes at the time. Digipaint was enhanced and later

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Play Inc.'s phenomenal growth has been due to their attention to the market and its needs. The very popular SNAPPY (left) brought them millions in revenue, but the extremely well positioned Gizmos (right) while priced at 1/2 of the SNAPPY, is a software product with a great deal more sales potential. Gizmos has the ability to generate an enormous amount of capital over the next several months and generously increase Play Inc.'s exposure and mobility in the entire marketplace.

became ToasterPaint 1.0.

NewTek went on to create Dynamic High Res mode. This software feat allowed the Amiga to display 4096 colors in High Res, something the original designers of the Amiga said was impossible. And of course NewTek launched the Video Toaster (heralded as the one device that started the whole computer desktop video revolution).

NewTek products have been a driving force in the film and CGI industry for many years. Many people were able to get better jobs because they learned how to be productive with NewTek's hardware & software.

There is a whole graveyard of computer based video products that have tried to compete with the Video Toaster and failed. Company after company have not been able to match the Video Toaster and Flyer. Video Spigot, Video Blaster, Video Blender, Broadcaster Elite, PAR, Avid Impact for Windows NT, the list goes on and on and spans many years. Time and time again the Toaster has stood the test. But in 1998 something happened that hurt the Video Toaster's image.

In my opinion, Play has blasted deceptive advertising in all the major print publications. They have done everything to promote themselves as a Toaster/Flyer replacement. A recent DV magazine reviewer even went as far as to say the Trinity gave him many Toaster

flashbacks. Did all those advertising dollars thrown at DV help give the Trinity a good review? What do you think?

The Trinity is still not able to do Nonlinear editing, it is promised in 1999. NewTek, Avid, Fast, DPS have been doing it for years. This small problem was carefully brushed over in the review. The sad fact is advertising dollars do buy plenty. Software reviewers are compromised all the time and Play understands the financial problems facing most publications. They also know that to succeed in the USA you only have to do one thing over and over: marketing, marketing, marketing and more marketing.

Marketing is the reason Gameboy has sold over 80 million units in the United States and has remained unchanged for over 7 years. Why should Nintendo upgrade the hardware when a few marketing dollars will make people buy it in droves? Never mind that it is black and white and horribly outdated. Even Sega was no match for classic Gameboy. It is all in the marketing, ladies and gentlemen.

Amazingly enough, the massive Trinity marketing campaign has done little to help Trinity sales. I have heard that sales have been very flat so far, probably because the device can't edit video on a harddisk yet. A user group for Trinity sponsored by a Trinity dealer

recently desolved from lack of interest.

But, don't think for a second that these setbacks will make Play give up. I know they have altered some of their advertising, I suppose for legal reasons. But the ads keep coming out over and over. It has been interesting to watch the Trinity go from a 10 input switcher, to an 8 input switcher, to an up to 8 input switcher. How many custom chips does Trinity have? Take a guess, even Play does not know. They claim in their literature that it has 30 but the website says there are only 22. How many lines of code is Trinity? Don't ask Play. They say it is over 1 million lines of code. And they also say it is over 3.5 million lines of code.

Play understands that, in the USA, marketing will pay off eventually and brand awareness means future sales. They created and released Gizmos98, a consumer presentation program and extra software toys such as 3D screen savers, clocks, calculators, picture viewer etc. Play knows if they plant the seed of their brand and get people accustomed to their interfaces it will mean future Trinity sales. Also at a price of only \$50, Gizmos98 is a cash cow that Play can use to its advantage. Just ask Bill Gates; the masses put 50 billion dollars in his pocket alone.

Don't feel bad about the Trinity users group folding in Los Angeles,



Play's got that covered too. At the DCC/ NewTek Expo, Play Inc. had a booth with Lee Stranahan promoting the Trinity and, you guessed it, a new users group in Los Angeles. For those of you that don't remember, Lee started the first Video Toaster Users group long ago. It still meets to this day; their URL is "http://home.pacbell.net/alchemy1/html/ltf.html".

Lee proudly boasts that he started *Video Toaster User* magazine long ago but now the Toaster is dead and the Trinity is the future of computer based video. Of course he would say that. The truth about people like Lee is they have already burned all their bridges in the Video Toaster/Amiga market. But that is not a problem for Play Inc., they focus on hiring former NewTek employees. After all, even former NewTek CEO Dwight Parscale works at Play's Electric Image division now.

That's right: Play acquired Electric Image, a 3D animation program for Macintosh. I would guess they did it to combat Lightwave 3D 5.6. Lightwave was always an integrated part of the Video Toaster and it now controls over 50% of the 3D animation market.

Play is making sure that Trinity is not lacking a 3D animation program in the future. Electric Image is only available for the limited Mac market today, but a Windows version is almost done. Play Inc. had a deal with Microsoft SoftImage in 1996, but Microsoft distanced themselves from Play soon after.

Play has painted a big red bullseye on NewTek and will do anything to capture NewTek's customers and market. Even mighty Avid is just minor road kill to Play as they embark on a quest to crush NewTek. NewTek has expressed an interest in creating products that broadcast video over the internet. Play Inc. announced Trinity Globecaster (not currently available). NewTek has also shown an interest in quality internet video conferencing. Play announced the SpaceCam not long ago (this product is not available so its quality is unknown).

Some potential customers have complained that the Lightwave 3D modeler is not available separately. Play just announced Amorphium. You guessed it. It's a stand alone modeling

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package for Windows & Mac. At every twist and turn, Play is trying to beat NewTek, but, are they winning? No, but they are relentless. Trinity is currently a flawed product that does not live up to the hype. But NewTek has given Play a window of opportunity that must be closed fast. In 1998 no software upgrades for the Video Toaster Flyer shipped.

Don't get me wrong, the current Video Toaster Flyer 4.2 is an awesome product. NewTek has done something that most other developers like Fast and Avid have given up on long ago. They have fully integrated a Live Production Switcher/Real-time effects engine with a Nonlinear Editor. They have also made it a somewhat open environment for 3rd party developers so many cool add on products are available like extra effects, layering tools, etc.

There is even the fantastic Playable Television ([www.playabletv.com](http://www.playabletv.com)) that uses a Video Toaster Flyer/Amiga 4000 and custom software to create a totally new product that looks nothing like the sum of its parts. The interactivity and real-time response of this unique

product must be seen to be understood and appreciated. But has the full potential of the Video Toaster Flyer been reached? I seriously doubt it, and the Toaster community knows this.

I know in 1998 there was a shortage of Amiga 4000 Tower computers but that should be over soon. Video Toaster Flyer owners may become disenchanted with the product if they feel NewTek has no interest in upgrading the software. Unhappy customers won't blame the Amiga or Gateway, they will blame NewTek.

There are just so many cool things that can still be developed with the Flyer. Tim Jenison is a fantastic visionary, he must have something planned. If you look at the Video Toaster Flyer card you can see the elegance of the design, the forward thinking. It was a Dual Stream card before most computer video editors knew what the term meant.

NewTek has complained in the past that they have had a problem finding Amiga programmers and maybe this is part of the problem. But they only have to look as far as Aminet (<http://www.cucug.org/aminet.html>) to find



thousands of young, vibrant, Amiga talent just waiting to be tapped.

The software the new breed of Amiga programmers are releasing is stunning. Powerful tools like Fantastic Dreams, Wildfire, Tornado 3D, Mage, WarpOS, X-DVE 3.5, VideoFX, Candy Factory Pro, PhotogenicsNG, Warp3D, StormMesa, ArtEffect 3.0, etc. Which leads us to another question: if a couple of guys in Europe can start up a software company and support modern Amiga features like graphics cards and PowerPC why can't NewTek?

Think of how powerful the Toaster

Amiga NewTek tools, they will. These customers are used to buying expensive video decks and cameras. Isn't it better for NewTek if they spend money with NewTek and Amiga hardware vendors than complain that their 4.2 Video Toaster Flyer software is becoming dated. Not that NewTek has to do a ton of programming for an upgrade, they don't.

Make the user interface more modern by supporting 24-bit graphics cards. The Toaster can switch back to 15Khz NTSC only when playing an AGA effect if it needs to, the rest of the time it

Phase5 can manage to put an Ultrawide SCSI controller and a PowerPC on an 060 accelerator, then it should not be too difficult for NewTek to manage Ultrawide SCSI for the Flyer. If NewTek can't or won't upgrade the software for the Toaster, then maybe they should do what Netscape and Linux have done: make the Video Toaster Flyer OpenSource. NewTek would need to manage this like Netscape does, of course. If they can't upgrade the software, let the Amiga community do it for them. They would still make money selling the hardware and the software headaches would be mostly gone.

Give those hot young talented Amiga programmers a crack at upgrading the tool that singlehandedly launched the Desktop Video Revolution many years ago, they won't disappoint. Since today's Trinity can't do Nonlinear editing and is riddled with bugs, NewTek still has time to stop the Play propaganda machine from running them over.

If you look inside the Trinity "borg cube" (man is it big) and see the vast array of boardsets & cards, it gives you a new found respect for the Amiga/Video Toaster Flyer. Does it really take all that to replace one Amiga 4000 Tower that was design in 1992 and two computer cards (Toaster+ Flyer)? And the Trinity does not even work right yet!

Please NewTek, don't be embarrassed by the Amiga Video Toaster Flyer, market the thing. Remember we are in the USA and that means marketing, marketing, marketing. If your marketing department does not understand the Flyer make them sit down and edit a video on one. If they then can't promote the Video Toaster Flyer properly along with Lightwave, Aura and Frame Factory, FIRE them all and sponsor a contest for a free Video Toaster to the person that comes up with the best ad or marketing idea for the Video Toaster Flyer. Use the Amiga/Toaster community to your advantage, it is the most powerful weapon you have against Play Inc.

Remember many of the people that work at Play used to work at NewTek and they PLAY for keeps. NewTek has often been called the sleeping giant of the Desktop Video Revolution. Wake up. •AC• NewTek WAKE UP!!!

## Please Newtek, don't be embarrassed by the Amiga Video Toaster Flyer, market the thing.

& Flyer would be if it took advantage of a 24-bit Flicker free display and a PowerPC CPU. NewTek might complain that many Toaster/Flyer owners don't own this hardware but don't you think if someone can afford a Flyer card that cost over \$2500 and a Video Toaster 4000 that used to cost over \$2000 they could afford to buy a \$300 graphics card. Or even a \$1000 PowerPC accelerator card. NewTek could bundle this hardware with a future upgrade.

If there is a compelling reason for Toaster owners to upgrade their hardware to take advantage of the latest

should be on a Super High Res screen of 800 X 600 or higher.

Products like Wildfire prove that you can do Flint like effects on PowerPC based Amigas, NewTek should fully exploit this fact. Amigas no longer go just 25 Mhz or 50 Mhz, they go 266 Mhz with PowerPC add-on cards. There is even a company developing a ZorroIII card that uses two PowerPC G3 CPUs that go 400Mhz each (<http://www.escena.de/>).

Video Toaster Flyer owners would buy PowerPC cards if it helped them edit faster, better, more advanced videos on their machines. Even old time developers like Nova Design and Softlogik support graphics cards and soon PowerPC in their applications, why can't NewTek? Amiga Inc. announced that Amiga OS 3.5 would include code to support PowerPC dual processor cards so there is no excuse now.

It would also be nice if NewTek got rid of the SCSI2 connectors on the Flyer card and replaced them with Ultrawide SCSI. This would create a nice second hand market for Flyers as people upgrade to the new board and it would finally allow NewTek to make the Video Toaster Flyer uncompressed like their new card, Frame Factory. Frame Factory is a nice product for recording uncompressed Lightwave and Aura animations on a Windows NT machine but it is not a Nonlinear editor or Real-time Effects Switcher.

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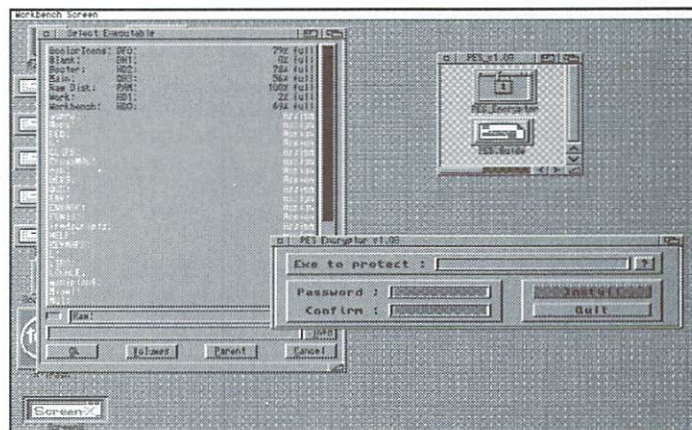
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# Password

## by Brad Webb



Program Encryption System! (PES)

Sometimes the simplest ideas can make life a lot more pleasant. Such a simple idea in the computer world is the password. Passwords' most common function is in multi-user computer environments where they ensure each user's account area is free from meddling by other users. However, they have their uses on single user computers like the Amiga as well.

This column was inspired by people who've complained of unauthorized use of their computers. We've usually heard these stories from students who share a dorm room with another student, or those who have younger brothers or sisters. This can be especially troublesome for Amiga owners whose room mates may be curious about a computer system they've never seen before, and who don't really know how to use it. A password program can often keep such people from using your computer except when you are there to control things.

There is also the case of parents who want to share their system with their children, but lock them out of certain programs - like the spreadsheet which manages the family budget. Password systems can solve this problem also. In the Amiga community, there are many programs available which can be used for both types of password needs.

### Password Utility V1.0

In my experience, the simpler a program, the less likely it will conflict with any other software in your computer. That makes a program like Password Utility V1.0 by Dr. Ercole Spiteri a compelling choice. The program is so simple, a short readme file is sufficient to get it installed and working. And work it does, reliably and without concern in our experience.

You will have to install the program manually. However, this proves very simple for any Amigan beyond the level of recent beginner. The archive contains two binaries, CreatePassWD and ReadPassWD. Copy these to your C: directory. Then, run

CreatePassWD from a shell. It will prompt you for a four digit number. Enter ONLY four digits. Finally, add the line C:ReadPassWD to your User-Startup file in the S: directory. The Readme file suggests adding the line to the Startup-Sequence itself. However, it's generally a bad idea to modify that file and placing the line early in the User-Startup works just as well.

From this point forward, anytime your computer is rebooted, a small window will be opened during the booting process. It contains four cycle gadgets which you use to enter your four digit password. Once entered, the system either continues to boot (if you entered it correctly) or reboots. Simple, and effective.

### Forget Your Password?

What to do if you forget your password? Reboot your system while holding both mouse buttons down. When the reboot options screen appears, select "Reboot with no startup sequence". When the bootup shell opens, use Ed to edit the User-Startup, or to run CreatePassWD again and give yourself a new password. This simple system will work very well unless potential users know the trick of booting without a startup sequence, unlikely with non-Amigans.

### Program Encryption System! (PES)

The setup is a bit trickier if you wish to lock only certain programs with a password, but there is plenty of software available to accomplish this end also. The program I will discuss here is the Program Encryption System! (PES) v1.00 by Electrus Software. This utility installs easily from the standard Amiga installer. It's well documented in an AmigaGuide file.

Using PES is simple. Run its Encryptor program from the directory where you installed the PES package. It will ask you for the program file you want password protected. Enter the path, or click on the "?" gadget to bring up a standard Amiga file requester. Once the

program is chosen, the encryptor will ask for a password to be used with this program and will write an encrypted copy of the program to the program's directory. The original, unencrypted program is not touched. Clicking on the icon of the encrypted program brings up a requester asking for the password. If you enter in correctly, the program runs normally. Once you have verified the protected program runs, you should place a copy of the unencrypted program in a safe location, perhaps a floppy disk stored in a locked drawer.

PES requires several libraries in your Amiga's libs: directory. Two are provided with the software, but you will need to obtain the reqtools.library if you don't already have it installed (see below). Also, PES, as distributed, has a 20 second delay on the Encryptor in the unregistered version. However, as registration is free, this should be no impediment to its use.

### Conclusion

Together, these two simple to install and use programs should offer most Amigans all the password protection they are likely to need. I think you will find both very servicable tools. The authors are to be commended for their contributions to the Amiga community.

All software mentioned can be downloaded from Aminet. The paths are as follows:

```
util/boot/PassWD.lha (Password Utility V1.0)
util/wb/PESv100.lha; util/libs/
ReqToolsUsr.lha
```

You should have Amiga OS 3.0 or better to run all the programs, though Password Utility V1.0 may work on a 2.0 or better system. PES will require enough RAM to hold two copies of any program you want password encrypted.



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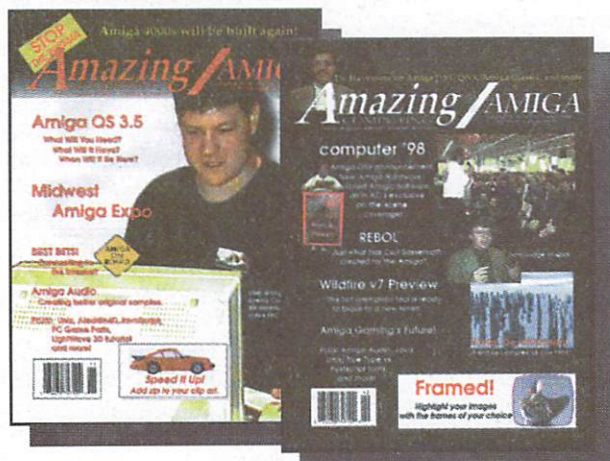
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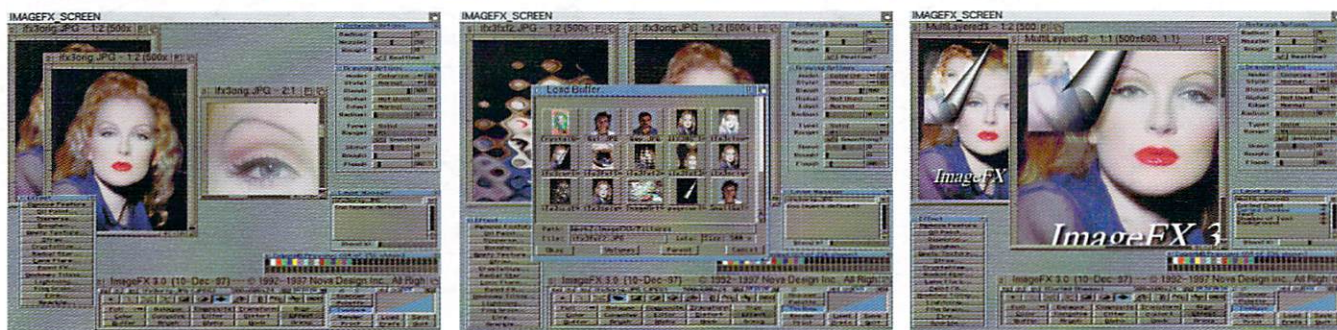
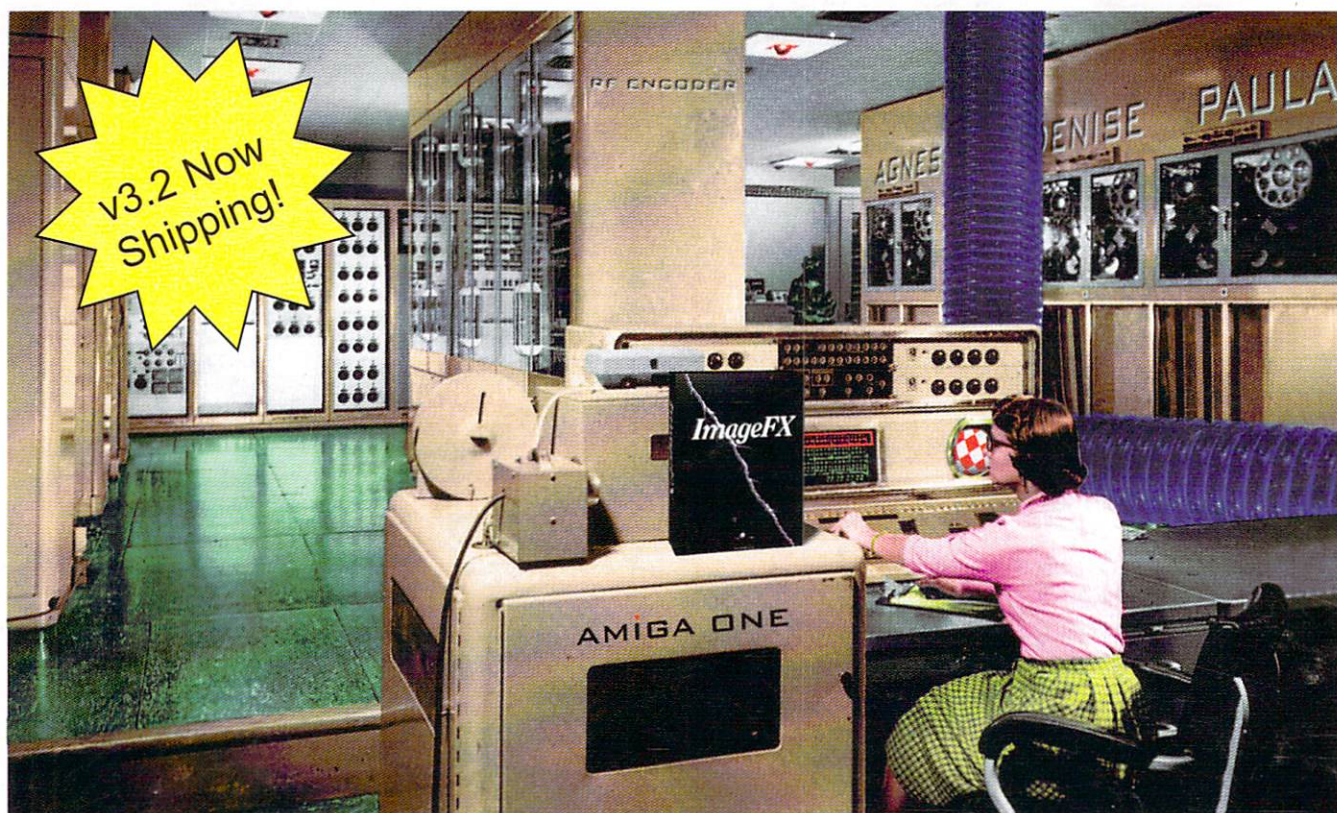
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